POLYHEDRON

VOLUME 19
NUMBER 02
MONTH 04/99

YOUR REGIONAL DIRECTORS

NORTHEAST REGION:
Connecticut, Massachusetts, Rhode Island, Vermont, Maine, New Hampshire, New Jersey, Pennsylvania, New York
David Samuels and Reynolds Jones
P.O. Box 3041
Brooklyn, NY 11202
Email:

MID-ATLANTIC REGION:
Delaware, D.C., Maryland, Virginia, West Virginia
David Quick
1419 Porters Mill Ter
Midlothian, VA 23113
Email:

SOUTHEAST REGION:
Florida, Georgia, South Carolina, North Carolina
Todd Smart
PO Box 1497
Huntersville, NC 28070-1497
Email:

DEEP SOUTH REGION:
Arkansas, Louisiana, Mississippi, Kentucky, Tennessee, Alabama
David Vaught
P.O. Box 382126
Germantown, TN 28183
Email:

MIDWEST REGION:
Michigan, Ohio, Indiana, Illinois,
Jason Nichols
2455 Aurelius Rd Apt C1
Holt, MI 48842
EMail:

NORTHLAND REGION:
Wisconsin, Minnesota, North Dakota, South Dakota
Thomas Terrill
5910 82nd St
Kenosha, WI 53142
EMail:

GREAT PLAINS REGION:
Missouri, Nebraska, Iowa, Kansas, Oklahoma, Texas
Jeff Fox
5046 Greenwood Drive
Rockaway Beach, MO 65740
Email:

MOUNTAIN STATES REGION:
Colorado, Montana, Wyoming, New Mexico
Ken Ritchart
1024 Sagebrush Way
Louisville, CO 80027
Email:

SOUTHWEST REGION:
California, Arizona, Nevada, Utah, Hawaii
Lawrence Ramirez
945 9th St
Hermosa Beach, CA 90254-4329
Email:

PACIFIC NORTHWEST REGION:
Oregon, Washington, Idaho, Western Canada (British Columbia, Alberta), Alaska
David Wall
4249 245th Ave. SE
Issaquah, WA 98029
Email:

EASTERN AND CENTRAL CANADA:
Gregg Peevers
222 Esplanade Apt 431
Toronto, ON M5A 4M8
Email:

regional directors

PRESENTING YOUR RPGA® REGIONAL DIRECTORS

The RPGA® has been undergoing a revision of the Regional Director program to empower the Regional Directors to help build and serve the Network, and to compensate them for the money they spend on our (and your) behalf. The names in the chart on this page belong to those members who read the new job description and agreed to step up and serve you as best as they can. Thanks to each of them for putting their time and energy at your disposal.

With this change, we'd like to recognize (once again) the Regional Directors who have served up until now and are stepping down. Thank you especially for your service, dedication, and positive attitudes. The retiring regional directors are: David LaMulle, Chris McGuigan, Gene Luster, Tom Prusa, James Peoples, John Hinkle, Michael Schneider, Scott Thorne, Ed Gibson, Robert Farnsworth, William Burger Jr., Mary Schmitt, Mark Liberman, Eric Kline, Ed Peterson, Barbara Bruser, Kevin Kulp, Peggy O'Connell, Michele Graham, Marc Soderberg, Sherrie Masdon, Bill Bullock, John A.T. Vaccaro, Dennis Couch, Shawn Bemis, Faeghan White Wolf, Charles Sagui, Fran Hart, and William Corey Sr.

HOW THE REGIONAL DIRECTOR SERVES

The Regional Directors serve the RPGA Network by acting as a local member contact and coordinator of RPGA activities within the region. The Regional Director should be working to promote the RPGA in a positive light and to be growing the roleplaying hobby. Within their region, the Regional Director is the Network's representative, and as such can provide valuable services for members.

The Regional Director promotes the RPGA within his or her region and in other regions when visiting. This broad category includes assisting with convention organization as needed to make sure that RPGA events are run successfully, helping conventions which have never run RPGA events to get them, serving as a conduit for information for members, answering questions from members, assisting retail stores with the ADVENTURER'S GUILD™ program, and helping clubs out as necessary.

The Regional Director also serves as the primary information source for the region. In May, the Regional Directors will begin publishing bimonthly newsletters for members in the regions informing them of what is happening. The Regional Director helps members find conventions with RPGA events, answers questions on RPGA policy, and generally helps provide the information that members need to get the most out of their membership.

Regional Directors keep HQ up to date on regional concerns and help us address those concerns in a timely manner. They coordinate with LIVING™ Campaign coordinators to help those programs grow within the region, and they settle disputes between members as best as they can. They serve as the regional authority in LIVING Campaign matters when such is necessary.

Regional Directors have the opportunity to promote many Network programs through their involvement, and you should meet your Regional Director as soon as you can. The better he knows you, the better he can help you enhance your RPGA membership experiences. And you may even be able to help the Regional Director. The Regional Director has a lot of things to do, and could use your help. Helping your Regional Director is a way to become more involved with your membership.

Note that these Regional Directors only serve members in the United States and Canada. Regional Directors and Branch Managers in other regions can be found on the RPGA website or in the local publications for those areas.

Regional Directors receive free membership during their terms, free admission to the GEN CON® Game Fair, an annual stipend paid in quarterly installments, and reimbursement of reasonable expenses depending on the RPGA's budget. ■

notes from HQ

ROBERT SAYS "CHEATERS NEVER PROSPER"

WHY DO WE PLAY?

Here at HQ, we get kind of a distorted view of what is happening out there in RPGA®-land. I used to call TSR the "ivory tower" because I felt that we who served at HQ were far from where anything was really happening. While this is not as true as it used to be, there is a certain filter through which we at HQ perceive the state of the Network. Why? Because we get a lot of news by the narrow funnel of what is told to us, and we do not see all the fun you have when you play together. As a result, sometimes things look a lot more negative to us than they perhaps do to you.

When I joined the Network back in 1991, I did so because I met a great group of people who I liked to play roleplaying games with, and they were all members. The more I traveled to cons, and judged, and played, the more great people I met. I can truly say that I have not ever had a bad game with the RPGA. Everyone I played with seemed to know that we were all in it to have fun and play the AD&D® game, or whatever we were playing.

The Network has changed since that time, as Kevin Melka pointed out two issues ago. Campaign events, especially the immensely popular LIVING CITY™ Campaign, have added a different dimension to Network play. In Classic events, members play (at least in my experience) for the experience itself, because the only treasures they take away from the table are memories and stories. In LIVING CITY play, other treasures exist, those little things called certs. Because of these tangible things that go to individuals, selfishness creeps in, and the results are cheating, bad feelings between players, and divisiveness among members. Though only prevalent in a small number of "bad apples," these problems have become so great that hardly a day goes by without me hearing about some problem of this style. I think that some people have lost track of the reason that we play roleplaying games.

Roleplaying games are fun, like any other games are. But, roleplaying games are a special kind of fun because they combine imagination and creative expression in a group social environment. Roleplaying games are group activities, not something you do by yourself. Because of this, when you get into a game you have decided to have fun in a group, and that means that the good of the many becomes more important than the good of the one (you). In playing RPGA events, you do not always have control of who is in the group, but that does not change the fact that the fun of the group is the main goal of the game. As a person attending a RPGA event, you take on the responsibility to help make sure that everyone has fun. This is really important.

The cheating word came up just now, and it's an ugly word. But what exactly constitutes cheating behavior? Cheating at Network play includes any of the following behaviors:

- Copying official magical item or other certificates from LIVING™ campaign games without permission and for any purpose other than the one they are provided for. This means that convention coordinators copying or printing certs for use at game tables at their conventions are doing the right thing and so are campaign coordinators authorized to produce certs, but any other kind of printing or copying certs is wrong. It is also illegal.
- Violating the letter or spirit of the guidelines in place for LIVING campaign play. The letter part is pretty obvious, but the spirit of the rules is just as important.
- Playing RPGA scenarios with advance knowledge of the scenario and using that knowledge to your benefit.

Everyone has a slightly different idea of what fun is. In RPGA roleplaying, fun does not include cheating. You might think it is fun, but it is not acceptable behavior in the environment of RPGA roleplaying. There are actually very few such people, but they have a huge effect. We, as members, must find the people who cheat and let them know that their cheating behavior is not wanted. Although we at HQ are the governing body of the Network, we cannot be everywhere. You, as an individual, must watch for yourself. When you identify cheating behavior, call a person on it. Those who continue in cheating behavior after receiving a warning are not welcome in RPGA play, and will be removed. We will make a public statement about the unacceptable cheating behaviors of those caught, so that you know and can choose not to play with people whose idea of fun is clearly destructive to the community. Working together is the only way we can stop this problem, and return to a friendlier time for the Network.

We are friends playing together for the fun of the group. Keep that in mind the next time you sit down at a RPGA event.

Until next time,

Robert

In an effort to figure out what we have out there, the LIVING CITY campaign staff requests that all players with certificates for anything unusual send or fax a copy to RPGA HQ by April 15th. Unusual things include: semi-retirements, certed auction races or options not normally allowed in the campaign, grandfathered characters from past revisions of the rules. Magic items do not need to be submitted. Include on the cert the player name, character name, and player RPGA number. Make good copies, so that the issuing signature is as visible as it gets. Send to HQ at the address on the mailer, or fax to 425-226-3182. No scans please.

After April 15th, we will re-certify these exceptions and unusual cases, and by June 1st anything unusual that we have not seen and re-certed will be void. So send yours in right away.

▲ Illustrator Hannibal King gets retro with his Dieties & Demigods homage.

in this issue:

3 NOTES FROM HQ
4 RPGA TOP 50
5 TABLE TALK DECATHALON UPDATE
6 MEMBER SPOTLIGHT DAVID PAPAY
7 INTERNET 101 UNCOVERING CULTISTS
8 ELMINISTER'S EVERWINKING EYE
10 CITY STORIES THE TURNING WHEEL TEMPLE
13 WOLFLORDS OF MALAR
14 SHADOWRUN SHAMANIC WEAKNESSES
18 GIFTS FROM BELOW ABYSSAL RELICS
21 ROGUES GALLERY
26 GEN CON® PREVIEW
30 CONVENTIONS
31 CLASSIFIEDS
32 READER SURVEY

rpga top 50

5/1/98 TO 2/1/99

campaign players

RANK	NAME	AVG. POINTS/GAMES
01	Tom Jorgensen	25/9
02	Ross B Barnes	24/9
03	Joe Masdon	23/34
04	Richard Marflak	23/26
05	Rita E Wyers-Rivera	23/22
06	Catherine McClurkin	23/20
07	Craig M Allen	23/11
08	Wade Beeler	23/9
09	Robert Elkins	23/8
10	Jean Rabe	22/34
11	David Quick	22/27
12	Greg Sherwood	22/21
13	Laurie Fox	22/15
14	John Hinkle	22/12
14	Dale King	22/12
16	Lindsay Markus	22/11
16	Mark Geary	22/11
18	Michael A Donovan	22/10
18	Carl Davis	22/10
20	Craig W Slate	22/8
20	Eric Isbell	22/8
22	Jeff Whitecotton	22/7
23	Grant Bolling	21/36
24	Lars Granrud	21/25
25	Paul W Dorothy	21/23
26	Dan Donnelly	21/22
27	Seth Johnson	21/21
28	Matthew J Brown	21/19
29	Richard E Reiter III	21/13
30	Russ Linden	21/12
31	Derran Stanley	21/11
31	Laura M Harvey	21/11
33	Bruce Graw	21/10
33	Mitchell K Clark	21/10
35	Jeffrey Scott Meyers	21/9
35	Ceri Mullin	21/9
35	Phil Tobin	21/9
35	Bradford S Hart	21/9
39	John A.T. Vaccaro	21/8
39	Robert E Burns	21/8
39	Emmitt N Noey	21/8
42	Reinhard D Rittmeyer	21/7
42	Jeremy Gaffney	21/7
42	Patricia A Jackson	21/7
42	Kelly Harmon	21/7
46	Chuck Wharton	20/47
47	James K Campos	20/37
48	Bob S Lauderdale	20/31
48	Lawrence J Ramirez	20/31
50	Scott Kalman	20/29

classic players

RANK	NAME	AVG. POINTS/COUNT
01	Eric Tam	24/7
02	Paul Bushland	23/10
03	Kevin W Kulp	23/7
04	Craig Walker	22/12
05	Scott Dulac	21/9
06	Jonathan Naughton	20/17
07	Randall W Lemon	20/9
07	Tracey N Peart	20/9
07	Ken Ritchart	20/9
10	David Baker	20/8
11	Randy R Cox	20/7
12	Donald J Bingle	19/18
13	Robert Hobart	19/16
14	Laurie Fox	19/12
15	Klim Altman	19/11
16	Andrew Carso	19/8
16	Sulenna Nicholson	19/8
18	Thomas D Ottem	19/7
18	Thomas Tabor	19/7
20	Saul Resnikoff	18/13
21	Kevin Elmore	18/12
22	Mollie J Brewsaugh	18/10
23	Steven T Helt	18/7
24	John Hinkle	17/14
25	Linda Bingle	17/13
26	Robert Mason	17/10
26	Matt Lovell	17/10
28	Andrew Vanhooreweghe	17/9
29	James Calvin Kelley	17/8
30	Dewey A Frech	17/7
30	Brett Bakke	17/7
30	Sholom J West	17/7
33	Samuel E Sherry	16/11
34	Jayson Rock	16/10
34	Keith J Weepie	16/10
36	Philip Paul Martinez	16/9
37	Barbara R Tysinger	16/8
38	Aerine R Caerwyn	16/7
39	Gregory Dreher	15/20
40	Richard Bingle	15/12
40	Adam H Morse	15/12
42	Edward A Peterson	15/11
42	Robin Vitti	15/11
42	Bill Legate	15/11
42	Suzanne Darrow	15/11
46	William McCaig	15/9
46	Chad Patterson	15/9
48	Linda Baldwin	15/8
48	Lee A Blankenship	15/8

judges

RANK	NAME	AVG. POINTS/COUNT
01	Wes Nicholson	179/31
02	Jeffrey J Morrison	178/15
03	Michael Schneider	177/12
04	Steve Hess	177/9
05	Daniel Llewellyn	177/7
06	Jason Nichols	176/22
07	Marc Silverman	175/8
08	Byron Heim	175/7
09	Alan Eaton	174/16
10	Paul A Zellem	174/12
11	Kenn Boyle	173/25
12	Joe "Iceman" Pavlico	173/21
13	Joel E Youngs	173/7
14	Heather Van Buren	172/31
15	James R Wynen	172/19
16	Richard Dold	171/11
17	Richard Brill	171/10
17	Jonathan Naughton	171/10
19	Dameon Green	170/25
20	Claire M Hoffman	170/23
21	George Fulda	170/11
22	John W Richardson	170/9
23	Wayne Bevan	170/8
24	Brett King	170/7
25	Vic Polites	170/7
25	Kim Winz	170/7
27	Dennis Burdick	169/21
28	George Aber	169/14
29	Marjorie E Duncan	169/11
30	Christopher S Gurney	169/9
31	Robert A Tomihiro	168/12
32	Gail L Reese	168/11
32	Mark Somers	168/11
34	Weston Peterson	168/7
35	Kriston K Pelz	167/20
36	Jon Maakestad	167/13
37	David Schnur	167/12
38	Kimberly A Wetzel	166/18
39	David'Bujard	166/15
39	Adam Norman	166/15
41	Randy Wilde	166/7
42	Steven C Sampson	165/19
43	Scott Kalman	165/14
44	Chuck Wharton	165/13
45	Paul Pederson	165/11
46	Bill Reynolds II	165/10
47	Daniel Lafleur	165/9
48	Donald J Bingle	165/8
48	Matt Lovell	165/8
50	Brandon Kavanagh	164/26

CONTEST

James Buchanan of Duluth, MN, suggested this contest, and it grabbed our fancy. The transportation vessels of public leaders are very important, and carry a status with them almost equal to that of the leader they transport. Air Force One commands more respect than just an ordinary 747 because the President is on board. In the LIVING CITY™ campaign, we have a Lady Mayor who has served for nearly two years. With the city at peace and rebuilding well, she has time to devote to personal pleasure.

Design a yacht for Lady Mayor Amber Thoden. It must be one of the ship designs printed in *Of Ships and the Sea* or *Pirates of the Fallen Stars*, and must be suitable for a head of state to use for personal transport and diplomatic endeavors. Include deck plans, the crew complement, descriptions of special NPCs aboard, and some adventure ideas. We'll have a model of the winning vessel built for display at the GEN CON 2000 Game Fair. The winner will receive a copy of *Sea of Fallen Stars* and a copy of *Drizz't's Guide to the Underdark*, both when they come out. So put your nautical design talents to work! If you don't have any, then do a little research and fake it. This is fantasy, so who will know?

Entries must be received at the RPGA office by July 30th, 1999. Entries must include an electronic version of the submission, printed deck plan maps that are clearly legible, and a signed Standard Disclosure Form. Entries should be no longer than 3,000 words total.

table talk

CONTESTS, DECATHALONS, AND WHERE THE HELL ARE THE ALL LETTERS?!

CLUB DECATHALON UPDATE

The Decathlon event "Best Character in a non-AD&D® game System" was very popular. We had 27 entries from 9 different clubs. You'll see several of the best entries on pages 22-25 of this issue. The PM Players took first place with Ollo by Rocco Pisto (for Ars Magica 4th ed.). ARC Fellowship took second place with Professor Praxis by Joe Masdon (for Vampire: The Masquerade). Special Mention goes to Mark Barnabo of Death Warmed Over for his submission of "Coefficient of Friction Man" for the MARVEL SUPER HEROES™ Game.

THE POINTS FOR THE EVENT ARE:

PM Players	4	GLRPGAC	1
ARC Fellowship	2	OSQUIP	1
DragonWing RPS	1	GAM	1
DWO	1	Black Hand	1
GEAR	1		

THE DECATHLON EVENTS FOR APRIL THROUGH JUNE ARE:

ONE ROUND TOURNAMENT

Deadline: Apr 30

1st Place: 4 points | **2nd Place: 2 points** | **Participation: 1 point**

Results posted by: May 15

Write a one-round tournament in any game system we use in the tournament program. The tournament must include six or more well-developed encounters and necessary maps. Player characters are required when applicable. It may be designated for a specific convention. Submission instructions are available in Polyhedron 133 or on the website.

BEST CLUB WEBSITE

Deadline: May 31

1st Place: 4 points | **2nd Place: 2 points** | **Participation: 1 point**

Results posted by: June 15

This event recognizes club creation on the world wide web. Submit your web address by the deadline. We'll cruise the sites, and judge them on the same criteria as newsletters: information content, presentation, and enjoyment.

BEST NEW DECATHLON EVENT

Deadline: June 30

1st Place: 4 points | **2nd Place: 2 points** | **Participation: 1 point**

Results posted by: July 15

Every year we make up these events, and it's not easy, believe us. Now it's your turn. Propose a Decathlon event of any kind, in the format shown in this article. It can be as wild as you want, but it must be something a club can do, preferably something that takes more than one person to accomplish. We'll make the best events part of next year's competition.

MOST TOURNAMENT ROUNDS JUDGED

Event Periods: January 1 to May 31

1st Place: 4 points | **2nd Place: 2 points** | **Participation: 1 point**

Results posted by: July 15 for the first period.

All rounds of scored and posted Network events judged by club members during the event period qualify. Don't worry about writing on the scoring pack; we'll find judging occurrences by RPGA number. As with last year, this event is normalized by club size, so the results will be in terms of average number of rounds judged per club member.

MOST SERVICE TO THE NETWORK

Event Periods: Jan 1 to April 30, May 1 to July 31

1st Place: 4 points | **2nd Place: 2 points** | **Prtcp: 1 point**

Results posted by: May 15, first period; Aug 30, second period.

Service points earned by all club members will be totaled at the end of the event period, and averaged by club size. All instances of service have to be reported, but there is no form necessary. Service at conventions must be reported by the convention RPGA coordinator. Service to programs (such as volunteering) or to the LIVING™ campaigns must be reported by the appropriate person in charge (Campaign Coordinator, program coordinator, or Regional Director depending on the situation).

SPECIAL DECATHLON EVENT ADDITION: MOST CERTIFIED JUDGES AS CLUB MEMBERS BY THE GEN CON® GAME FAIR

Event Period: Jan 1st to Aug 4th

1st Place: 4 points | **2nd Place: 2 points** | **Prtcp: 1 point**

Results posted by: Sept 15th

We want all RPGA judges to attend our certification seminars and receive certification as a way of improving games for our members. Because this program can now be run by existing certified judges and Regional Directors, you can run the seminars at club meetings and arrange proctoring (graded judging) for local conventions and game days. So, the club with the highest percentage of certified judges in its membership by the Gen Con Game Fair will get Decathlon points. To enter this event, just get your judges certified and the information to Jae Walker by the end of the event period. Jae manages the certification program, and should be contacted to arrange the certification seminars and proctoring. It's not too late to form a club and get in on the competition. ■

LACK OF LETTERS

There is no letters page this issue because no one has written us any letters recently. Our mailbox is full of renewals and new memberships and convention orders and ADVENTURER'S GUILD™ orders and so forth, but no letters telling us what you think. So, take a minute to tell us what you think about the RPGA, the POLYHEDRON® *Magazine*, the state of the world, anything. Remember, the letters page is a forum for you to share your opinions with other members, not just the staff.

READER RESPONSE SURVEYS

Issue 132 (October) produced a nice slew of responses. Not enough responses to present a statistical analysis, but the respondents seem to favor Notes from HQ and Letters, Elminster's Everwinking Eye, City Stories, the Law in Campaigns article, the adventure Audition, The Game of Masks, the Non-weapon proficiency master list, Powers that Be, Judge Voting Tips, Conventions, and Classifieds. On the other hand, the Virtual Seattle update was generally not preferred, and the rest of the items in the issue received a pretty even spread of responses. Congratulation to member Joseph Collins of Mtlon., WI. He wins a copy of *Demihuman Deities*.

The response survey for issue 133 (December) was underwhelming. Thanks to those who sent one, but the results were not enough to tell us anything. Michael Watts receives a copy of *Van Ricten's Monster Hunter's Compendium*.

Bottom line: send in more surveys. We will put the survey online sometime in the next few months, to make it easier for you to respond. Until then, we'd love to get mail from you. We recommend that you copy the survey and then complete it, so that you don't ruin your magazine, but we'll take them as long as they are legible.

member spotlight

BY STEVE JAY

WHO'S DAVID PAPAY? THE LIVING CITY™ "WHO'S WHO" DATABASE COORDINATOR, THAT'S WHO.

How did you get started in the RPGA® Network?

In 1982, I went to GEN CON® East II (yes, there were regional GEN CON Game Fairs back then!). TSR has a few tables in the dealers room and they were selling copies of their new module *R1: To Aid of Falx*. The gentleman working at the TSR table explained what the RPGA was all about and I decided to join. My first RPGA® membership card was a hand-written note certifying that I was a new member of the RPGA. As it happens, the gentleman who told me all about the RPGA, signed me up, and penned my hand-written membership note was also the author of the module: Frank Mentzer.

Mr. Mentzer helped shape the early TSR, as well as the RPGA. Did you have any further contact with him?

I didn't have contact with Frank again until the mid '90s, when I started getting interested in the collectable aspect of D&D®/AD&D® merchandise. Frank provided me with a lot of information about the early days at TSR and descriptions of the various printings of modules. This information was instrumental in creating and maintaining my web site of "TSR Item Notes and Trivia," which still exists today (at http://home1.gte.net/papay/dnd/tsr_item_notes.html), although I haven't updated it for some time now.

I had also maintained a price list of D&D/AD&D items that were sold on the net. Frank sold quite a bit of his collection during the years I maintained the list (from about 1995 thru 1997), and he forwarded me his pricing information. My online price list for used and out-of-print D&D/AD&D items was the de-facto price guide from about 1995 to 1997. Unfortunately, it required a lot of work to maintain, and I was no longer to keep up with the increasing number of sales and auctions on the net. The list became dated, and it is no longer published on the web.

How did you get started in the LIVING CITY Campaign?

I never quite understood what all this "LIVING CITY" stuff was until Origins 1994 (in San Jose, CA). At the con I played in a few AD&D events with pre-generated characters. My last event was Sunday morning and I almost didn't go, except that it was a LIVING CITY event, and I wanted to give it a try. The idea of making your own character seemed novel.

I'm so glad I decided to play! I knew then and there that the LIVING CITY campaign was what I had been looking for. It provided me with the opportunity to play and develop the same character, just like in a home campaign.

So now you run the LIVING CITY Database.

In 1996, I began helping Don Weatherbee maintain the Who's Who (now the LIVING CITY Roster of Heroes), and after a while Don transitioned the responsibility to me.

What does that entail?

Basically, I receive the "Who's Who" sheets from all the tournaments and enter the information into a database. Until recently, I had been doing this on my own, but over the past few months some other RPGA members from various parts of the country have been helping.

The database is implemented in Microsoft Access '97. I use the replication feature to create multiple copies of the database, which are then emailed to the various volunteers. When they have completed their updates, they email their copies of the database back to me, I synchronize their changes back into the master copy, and then I create new replicas for them.

Do you still play anything outside of LIVING CITY?

I haven't played a classical tournament in years. My wife is the one responsible for introducing me to what's become the biggest "threat" to my LIVING CITY adventuring: the DRAGON DICE® game. It all began with two DRAGON DICE Starter Sets for Christmas back in 1995. My first tournament appearance at GEN CON '96 was nothing stellar - I was eliminated in the first round. But I continued to practice, refining both my tactics and army-building techniques and at GEN CON '97 won 3rd place in the World Championship. I went to GEN CON '98 not expecting to do anywhere near as well - but it turned out that 1998 was my lucky year: I captured the DRAGON DICE World Championships and the Sealed Box Championships.

The DRAGON DICE Game has occupied a lot of my time over the past few years. I ran demonstrations of the game extensively at conventions and game stores as part of the RPGA's demo program, and am very active online on the Dragon Dice mailing list. At conventions you're more likely to find me running Dragon Dice tournament and demos that you are to find me playing in LIVING CITY, although I'm trying to balance the two a bit more these days. ■

internet 101

UNCOVERING CULTISTS FOR FUN AND PROFIT BY ED GIBSON

The theme of this issue is religion, which is certainly a delicate topic, especially when it comes to Internet sites. Since we're going to be tip-toeing through a minefield, let's make sure we start out on the right foot. The views and beliefs found on these web sites are those of the site creators, not of TSR/WOTC or the author. This information is being presented for use in developing realistic role-playing campaigns and is not an endorsement of the practices described on these web pages.

This month we're going to discuss religious cults. Cults are a staple of games such as Call of Cthulhu, but they are rarely defined in any depth. Typically, an insane leader has gathered a group of equally insane followers to act on behalf of a great old one. While this is effective for one-shot scenarios, it tends to fall apart in long term campaigns. "Yes, the cult leader is insane, but he's still managing to run a multi-million dollar company to finance his evil schemes". The insane cult leader spending his inheritance to further his evil plans is another stereotype. In many game systems, heroes can have NPC dependents who can be placed in situations where they need to be rescued. This offers the player an opportunity for life or death roleplaying without threatening his character. How effective is this going to be if the introduction is "Peter, your Aunt Mary went insane last week and joined a cult whose goal is to flood Holland as an offering to Dagon". These approaches may make it difficult for the players to accept the campaign setting as realistic.

While researching this article I discovered that most of the web sites dealing with cults had their own agendas. Many of these were religious differences between the cults and more accepted religions, while some sites wanted to sell books and cult deprogramming. I tried to choose sites which were relatively balanced.

As a starting point, we'll discuss the characteristics of a cult, see http://www.cgi.org/infoserv_cult101/checklis.htm for a checklist. Specific characteristics we would expect to see in a typical Cthulhu cult are:

- group is focused on a living leader who is followed without question
- mind-numbing techniques are used to suppress doubts about the group or its leaders (see mind control below)
- the group is not accountable to authority (placing itself above the law)
- the group claims an exalted position due its beliefs.
- daily activity of members is controlled by their superiors.

The next subject is mind control or the techniques used by the leaders to indoctrinate new recruits into the cult. Use of these techniques can make cultists follow their leaders without requiring insanity. A list is found at www.infoman.demon.co.uk/mindctl.html. Techniques which are readily applicable to RPG campaigns are: financial commitment (donating all assets to the cult), isolation (separation from friends, family and society), sleep deprivation, dress codes (remove individuality) and change of diet (omit vital nutrients).

Now we'll take a look at several real-life cults to see these characteristics and techniques in action. A word of warning: the best known cults are those which have achieved notoriety through their actions.

First stop: Heaven's Gate, http://www.heavensgate.com. This web site is maintained by individuals who remained behind when 39 of their fellow cultists committed suicide to depart the Earth on the comet Hale-Bopp. Additional information on the cult is found at http://www.religioustolerance.org/dc_highfie.htm. Key factors for our purposes are: they believed they were among the elite who would attain heaven, they lived in a communal home, both sexes wore the same shapeless black clothing, and the members abandoned their families and former life when they entered the cult.

Next stop: Japan, home of Aum Shinri Kyo (Supreme Truth) http://www.religioustolerance.org/dc_aumsh.htm. This cult was formed in 1987 and boasted 20,000 members at its peak. The members were subject to arbitrary and strict rules of behavior which were said to be part of an "ancient tradition." Several individuals believed to be a threat to the cult's security were allegedly murdered by cult members. The cult achieved notoriety in March 1995 when members released Sarin (a nerve gas) in the Tokyo subway, killing 11 and injuring 5,000 commuters. Official testimony revealed that if the group had not made errors in preparing and dispersing the gas that thousands would have died in the attack.

The links given below have information on other cults, including the Manson family and the People's Temple of Jim Jones for those who are interested. I don't think anyone would claim that all 20,000 members of the Supreme Truth were insane, but it's undeniable that they supported an organization which launched numerous attacks with biological and chemical agents on innocent victims. The next time you need evil cultists, try and include some of these details in order to make your campaign more realistic.

URLS YOU CAN USE:

Cult Information Center:
http://www.infoman.demon.co.uk/cicmain.html

Cult Awareness & Information Center:
http://student.uq.edu.au/~pyl10166/cwebyl.htm

Yahoo Links:
http://www.yahoo.com/Society_and_Culture/Religion_and_Spirituality/Cults

That's all for this issue; if you have any questions or suggested sites, send them to polyhedron@wizards.com. ■

Myrinjar? Wizards never get to see it, they wind up headless. Adventurers rarely dare to see it, for the same reason. Who would want to dwell there? Shadlons. There's more food and wine in Myrinjar than in all the rest of the Border realms. Calimshan may well invade Adaerglast, some day soon, just to get at all that food . . . after all, is there any better reason to go to war?

Shuddin and Mroster
Mage Royal of Zindalankh
In conversation with Volo, Year of the Arch

Our tour of the Border Kingdoms this month looks at the capital of Adaerglast, the Land of Mages. Few outlanders dare to venture into it for fear of losing their heads, in a very direct way: the two tyrants who rule the realm, Lord Iraun and Lord Srivven, scry travelers from afar, and send spells that cause the heads of those they don't like the look of to explode!

elminster's

A WAYFARERS GUIDE TO THE FORGOTTEN REALMS®

Until now, few outlanders have learned much of:

MYRINJAR

A small but clean and well-ordered city, the Seat of Might stands at the heart of pastoral Adaerglast, surrounded by the most prosperous and productive farms in all the Realms. Visitors will find Myrinjar to be a collection of narrow, four-story timbered houses set shoulder to shoulder along cobbled streets that are always a-groan with moving wagons of provender.

The roughly oval city looks fortified, but its outer walls are really just the joined back walls of hundreds of granaries. The city has four gates, the north and south carrying the main overland road into and out of Myrinjar, and the east and west serving drovers bringing beasts to market, and mounted patrols sent out by the Hands (the 'Mailed Hands of the Lords,' the officious soldiers of the Lord High Mages, who are everywhere in Myrinjar, spying and firmly keeping the peace in a city already fervently and carefully law-abiding).

Myrinjar never sleeps. Its shops make sausages and pickled vegetables and relishes of all sorts, sell fresh produce, and bottle fruit in wines and sherries (most famous being cherries in Myrin sherry—a local spirit flavored with both raspberries and cranberries from the bogs east of the city). Stinking tanneries in the western reaches of the city once produced thousands of cured hides each month, but the Lord High Mages, their noses offended by the reek, relocated these establishments south, scattering them along the road to Yallasch.

Food-work shares Myrinjar with only one other important, long-established local industry: the making of jars and bottles. Thanks to large quantities of fine sand (dug where the city now stands—in the confused labyrinth of storage cellars that underlie Myrinjar, shiftings and collapses are still all too common, despite many forcebinding spells applied by the Lord High Mages), glassblowers have always worked in Myrinjar.

They make a wide variety of flaring-mouthed jars (often re-used elsewhere in Faerûn as cheap, sturdy drinking flagons) and tall, slender wine bottles. A Myrin bottle can readily be recognized by the marks on its bottom. One will be a glass flagon (representing the city) enclosing a simplified badge of Adaerglast: a 'pinwheel ring' of outward-stabbing zigzag lightning bolts encircling a basket of three rounded fruits; the other will be a maker's mark, of which the most popular are the arching dolphin of the Peldran family, and the tusked, facing-dexter boarhead of the Bright Hands collective.

The local bottling industry supports two rival purveyors of tinted and scented waxes (for use in sealing), and imports wagonloads of cork (for bottle-plugs) from the Tashalar. The 'Wax Houses,' named for their owning families, are Olamandar and the smaller Joloradim. The largest cork importer (among a crowded field of small-cart competitors, whose conveyances are often searched by the Hands due to their tendency to smuggle spices and other goods banned by the Lord High Mages for their known usefulness as spell components) is the firm known as the Wheels of Teldarusk, owned by the white-haired, garrulous retired shipcaptain Mrith Teldarusk.

Buyers from other Border realms, Calimshan, the Tashalar, Tharsult, and even Inner Sea lands come to Myrinjar's three open marketplaces: Manymelons (small stalls selling fruits and vegetables) in northeastern Myrintar; Sharngult's in the southeastern part of the city

(livestock and derivative goods, such as tallow candles and hoof glue); and Eldynklarn in the southwest (largest, newest, and most wide-ranging, offering fresh produce, grain and milled flours, bottles and bottled goods, eggs, poultry, harness, and farming tools and wagons).

Wizards and magically protected beings aren't welcome in the city (upon discovery they'll be attacked with head-exploding spells, or if need be by a charging patrol of Hands), nor are citizens or visitors allowed to possess scrolls or other magic items, to try to work their own magics, or even to own substances used in the casting of popular spells or in the making of spell inks. Inks and parchment are hard to find in Myrinjar, and few 'native Myrin' (as opposed to citizens who've settled here from other lands) are literate.

The many hungry mouths of Calimshan ensure that a steady stream of buyers comes to Myrinjar in all save the coldest winter months—and the efficiency and fertility of the bustling farms of Adaerglast keep greedy Calishite satraps busy trying to seize control of the realm or covertly take over Myrin businesses through a variety of troops, agents, and hireling adventurers.

Most buyers stay in one of the inns just inside each city gate, or in rooming houses located between the markets in the central city district known as Keepshadow (because it stands 'in the shadow of' the Castle). Keepshadow is the 'approved' area for outlanders, and simply bristles with watchers who report back to the Castle; seasoned visitors say it's safest to assume every servant or resident in Keepshadow is a spy.

Even casual visitors to Myrinjar can't help but notice the abode of the Lord High Mages. The frowning castle at the center of the city is officially known as the Seat of Might (a term also applied to the city around it, but never employed without sarcasm by outlanders or Myrin who believe they're out of earshot of authority), but is better known as "The Castle of Dark Dreams" because the Lord High Mages first announced their right to rule Adaerglast by sending forth dream-visions to all Adaern folk from within its walls.

The Castle of Dark Dreams is guarded by scores of helmed horrors and mightier guardians. The Hands and other humans who serve the Two are seldom permitted to enter its gloomy halls. It's widely believed the tyrants (who are rarely seen in public, save as projected images) spend long hours lying helpless on couches while they weave dream-vision spells or scry on events across the realm and even farther afield. It's a rueful Myrin joke to urge others, even in the most private moments of lovemaking or personal hygiene, to remember to 'smile for the audience' (that is, the spying tyrants).

The Castle is said to be full of seized spellbooks and enchanted items, many linked by enchantments that cause one magic to erupt against anyone disturbing another.

Lord Iraun and Lord Srivven are always surrounded by helmed horror bodyguards, and suspect treachery from everyone (in the early days of their rule, they forced their attentions on many beautiful maidens, but for years now, no living being has been permitted to approach them).

The decrees of the Two are absolute; folk who defy them are torn apart by magic. The property of traitors is forfeit to the Castle; their kin and servants are often sold into slavery. Some adventurers, however, are transformed into beasts by the Two, to serve as prowling guardians whose behavior is secured with the (false) promise that they'll be freed someday.

evermeeting eye

BY ED GREENWOOD

Elminster believes the Wizard-Kings came from a mage-school in easternmost Murghom, seized much magic from tombs and mages all over Faerûn, have crafted many new magics (such as the dream-vision enchantments), and in particular have so mastered spell-webs (the linkage of one spell to another, so that triggering one causes multiple reactions), that they're extremely dangerous inside Myrinjar.

The Two endlessly thirst after more magic, and strive ever to force their subjects to farm more profitably (taxes are levied on all sales in Myrinjar, and farmers may sell elsewhere only if they purchase very expensive licenses; these can only be obtained in Myrinjar, and the Two are known to mind-scry persons applying for them).

Rebuffed in an earlier attempt to openly seize power in Yallasch, no one doubts that the Lord High Mages are plotting to win control of that city. They have many agents in Yallasch, orders are sent there almost daily via caravans, and past events make it clear that the Two often farscry streets and private rooms in Yallasch. Not for nothing has it become known in recent seasons as 'the City Where One Feels Watched,' or more simply, 'The Watched City.' ■

city stories

THE TEMPLE OF GOND IN RAVENS BLUFF BY JOE MASDON

The Turning Wheel is the temple of Gond in Ravens Bluff, located at the corner of DeVillar's Drive and Griffons Trail.

Gond (GOHND) Wonderbringer, Lord of All Smiths, is the god of blacksmiths, woodworkers, inventors and engineers. Gond, an Intermediate Power of the Outlands, is neutral in alignment and cares for little outside the invention and construction of new things.

TEMPLE HISTORY

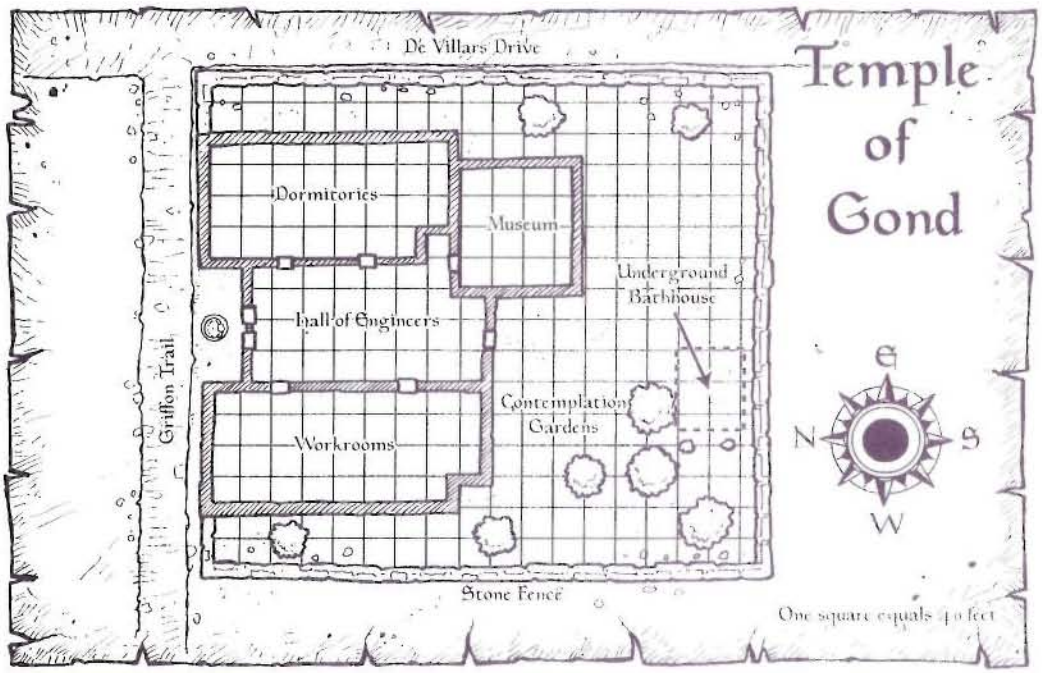
In the early days of Ravens Bluff, a priest of Gond, Collun Rhodes, was hired by the founding fathers of Ravens Bluff to help plan the city streets, the sewer systems, and the walls that would help protect it from raiders. During this time, Collun worked to build a chapel (a small tower) and a smithy to Gond, only now, he had help from a growing congregation. When the Clerical Circle was formed, the temple of Gond's was recognized for its contribution to the building of the city and became part of the civic religion.

The humble tower stood on the edge of town for many decades, a target for raiders' catapults and ballistae. It is a credit to Collun Rhodes' engineering that no outside attack ever damaged the tower beyond repair. However, ten years ago in a smoke powder experiment gone awry, the entire first floor of the tower was destroyed, dropping the second floor to the ground. The tower amazed everyone by standing for another 10 years before being intentionally destroyed by the Gondsmen.

When he came from Lantan five years ago, Father Gregor brought with him plans and financial support to build a grand cathedral in Ravens Bluff. A charismatic man, Gregor persuaded the High Holy Craftshouse of Inspiration in Lantan that replacing the dilapidated old tower with a majestic, new structure that would show all people the glory of the Wonderbringer. Father Gregor opened the doors of the new Turning Wheel himself just recently and has been delighted to see the congregation more than triple in such a short time. Contributions are continually on the rise as well, making Gond's future in Ravens Bluff seem very positive.

TEMPLE PHYSICAL LAYOUT AND DESCRIPTION

The Turning Wheel is a very sophisticated and unusual work of architecture in the Realms. In front of the temple, an imposing eight-foot tall statue of Gond stands atop a fountain, a stream of water pouring from each outstretched hand. The front face of the temple has various clockwork figures about four feet high that dance out of the wall along ledges at various times during the day, ringing bells or striking anvils. A massive cogwheel slowly rotates above the double doorway to the temple sanctuary, called the Hall of Engineers, with its double-domed roof supported by arched engineered wood trusses, various stained glass-steel windows, and the holy anvil and forge. The attached Museum of Creation displays both creations of current and previous priests of Gond and learning displays for children. The Museum is topped by a crystal geodesic dome. The various workshops, out-of-place in a "convenient" temple, seem quite fitting for a temple of Gond. A steel beam trolley hangs from the centerline of the temple to convey the more massive creations into the Hall



CARTOGRAPHY BY ROB LAZZARETTI

of Engineers for the ceremony to Gond, and either into the Museum or out to the loading dock.

Out back, the Contemplation Gardens (28) provide a spot of nature, fashioned precisely in Gordon's Knot with a sundial in the center and small statues at the compass points. An elaborate Grand Bathhouse, a former experimental design with unexpected results, sits underground near the back wall of the compound. On the main roof is a large windmill, supplying "shaft power" to various mechanical systems inside the workshop, and some bizarre arrangement of large mirrors now sits on a former balloon launching platform. The temple treasure and smoke power vaults are rumored to be underground, and unreliable sources in the Thieves Guild suggest that a frequently changing arrangement of mechanical and magical traps protect these valuables.

ROLE IN THE COMMUNITY

Father Gregor believes that Gondsmen should take a more active, visible role in community activities. The high priest traditionally advises the Regent of City Works for Ravens Bluff. Father Gregor has initiated a cooperative project with the temple of Ilmater to establish homeless shelters in Crow's End. The Gondsmen will refurbish a couple of small, old warehouses, making them safe for habitation and equipped to function as a shelter.

The priests, led by Einrich Thomas, build and maintain children's playgrounds in city parks, with swing sets, carousels, see saws, and spiral slides. Einrich also works with Marigold Mufflefoot of Marigold's Menagerie, bringing animals into city parks so children can ride the ponies and pet some of the animals. Once a week, Helgar Shieldbasher holds a seminar where blacksmiths, tinsmiths and armorers gather at the temple to share techniques, and discuss new ideas on how to perfect their craft. A superior blacksmith, Helgar is only too happy to share what he knows. Following Helgar's lead, once a week Dempsey Womble teaches a pottery making class in one of the classrooms. The class is designed for beginners, and though he is not a very good instructor, he is making every effort to get better.

FESTIVAL

The only calendar-based festival is Ippensheir, the 12 days immediately following Greengrass. During this festival, Gond's clergy and devout worshippers gather at the temple (or other holy place) to share innovations and show off their inventions. Reputations are made or lost for the worshippers. It is a time of feasting, drinking, and revelry.

ADVENTURING PRIESTS

Traveling priests of Gond, known as Seekers, can expect a cordial welcome from Father Gregor and the members of the temple. Since the faith is attempting to spread its influence throughout the north, traveling priests are treated as honored missionaries, on the way to do Gond's work. The temple is equipped to house many additional priests and extra supplies are on hand to replenish the priest when he moves on. Adventuring priests that have decided to take residence in Ravens Bluff and enroll at the temple can expect to be offered a place to live, and a workshop for their experiments. In return, a priest will be asked to share knowledge with the other priests, teach a few classes to the acolytes, lead prayers, and help with Museum tours. These duties will be scheduled with the priest's adventuring lifestyle in mind.

TEMPLE STAFF

Not an exhaustive listing, herein are some of the colorful and energetic characters who call the temple of Gond home.

Father Otis Gregor of Gond

Human Male 13th Level Gondsman (Specialty Priest of Gond)

Age: 55	Alignment: Neutral
Height: 5'7"	Weight: 200 lbs
Hair: Red(graying)	Eyes: green

Otis Gregor is the high priest of Gond in Ravens Bluff. Otis is a short, burly man with warm features. He wears bright yellow clothing with a crimson tool sash across his chest. He often smiles, and is a genial man. His voice is smooth and commanding, even when he is angry. Father Gregor encourages his fellow clerics to behave in a similarly gregarious manner. Arrogance is not tolerated in his church, nor is indifference. Any new priest in the city who fails to represent Gond in this way will quickly find himself in the chambers of Father Otis Gregor.

Devoted to Gond with all his heart, Father Gregor believes that unlike most gods, Gond appeals to every man, rich or poor, and if only word of Gond is spread, he will quickly rise from lesser power to greater. People need only be shown that the gifts of Gond make life richer and easier and they will realize what his blessings can mean to them. Gregor's sermons focus on the gifts Gond has given to man and how they help us in everyday life. He teaches that creating and inventing serve Gond more than prayers do. He is a powerful speaker, and often moves among the congregation when sermonizing. He also a phenomenal tenor, and believes that hymns are an important part of all sermons.

Father Gregor teaches self-reliance and encourages his congregation to put their faith in mechanical devices, not magic. He chooses his words carefully to avoid making enemies of the Mystrans, but he believes that magic, specifically magical items and artifacts, are inherently unstable and should not be relied on. He encourages others to forgo magic items, but does not advocate the use of force to take items from people.

Helgar Shieldbasher

Human Male (9th Level Fighter)/7th Level Gondsman

Age: 30	Alignment: Neutral
Height: 6'5"	Weight: 240 lbs
Hair: Brown	Eyes: Blue

Helgar is a tall, lean man with broad shoulders and powerful arms. His hair is long, but well groomed, as is his beard. He wears vivid saffron robes and crimson sashes bedecked with numerous tools. His expression is usually light with a hint of mischief unless he is angry, which is rare. He is a good-humored barbarian warrior in the saffron robes

of a Gondsman. Some have noted that he looks comical in the puffy yellow robes and wide brimmed sun hat of a Gondsman, but rarely to his face, and never twice.

Raised as a barbarian north of Icewind Dale, Helgar Shieldbasher left his clan when he was 16 years old to seek his fortune in the south. Two months after leaving the Dale, he found himself in shackles, on his way to Thay aboard a slave wagon. Luckily he was rescued by an adventuring group lead by Kervin Bathrow, a high spirited Gondsman. Helgar traveled with the group and over the next three years became a powerful and savvy warrior. During this time Helgar came to embrace the teachings of Gond and joined the clergy. He tries not to use his warrior abilities unless his life or another's is in jeopardy. He traveled Faerun spreading Gond's teachings and arrived in Ravens Bluff just before the war. Impressed with Father Gregor and the new cathedral, Helgar has asked to stay for a year or two.

Helgar is presently trying to invent a way for man to fly. He has already become known in the city as the crazy Gondsman who throws himself from rooftops with wings, balloons and any number of other devices strapped to his arms and back.

Einrich Thomas

Human Male 7th Level Cleric

Age: 45	Alignment: Neutral Good
Height: 5'9"	Weight: 185 lbs.
Hair: Blond	Eyes: Blue

Enrich is a baby-faced man with rosy cheeks and short hair. His hair is beginning to turn snow white at the temples. He is in good physical condition, and he wears a simple yellow and crimson robe most of the time. If he is working, he wears a yellow tunic and crimson breeches with a tool belt. He is a soft-spoken man who has never committed a violent act.

He is married and lives with his wife, Greta, and their four children. All of his creative passion goes into creating toys and playthings for children. He has created thousands of clockwork toys for children, and during Winterfest he goes door to door, passing them out to children. During the day, Enrich can often be found at one of the city parks, playing with the children and making sure no one gets hurt.

Adults in the congregation know Enrich as the healer of the working class. If a member of the church gets injured at work or home, Einrich will rush to their side to provide healing and care. He counsels safety when using tools, reminding people that most weapons are only tools in the wrong hands.

Dempsey Womble of Gond

Human Male 6th Level Gondsman

Age: 29	Alignment: Neutral
Height: 5'11"	Weight: 165 lbs.
Hair: Black	Eyes: Black

Dempsey is a tall thin man with unkempt hair and glassy eyes. He looks dazed and confused most of the time, muttering to himself under his breath. He wears the saffron robes of a Gondsman, but rarely the crimson tool sash. When he speaks, he is very animated.

The most reclusive, and possibly the most brilliant, of Gond's priests in Ravens Bluff, Dempsey rarely ventures forth from the temple. Most parishioners of the temple have met him, and describe him as easily distracted, but extremely pleasant and animated. He will happily discuss Gond and his teachings with anyone, but often lapses into his own thoughts and fades away during the conversation. Father Gregor is not pleased with Dempsey's lack of social skills, but given Dempsey's brilliant creations, has forgiven him this failing.

Images and ideas sometimes come to Dempsey in his sleep, intruding on his dreams, forcing him awake with the need to create. When he awakens from one of these dreams, he usually starts immediately on the project and refuses to sleep until it is finished. He feels haunted by these creations, and until he gives them life, they will not leave him alone. When Dempsey is not being troubled by his dreams, he sits at his potter's wheel, serenely creating masterful vases and urns. Though he does it rarely, he also enjoys walking around the city, looking for beautiful pottery to buy for his collection of vases and bowls.

Unfortunately, Dempsey's dreams have lately taken an unpleasant twist. He has only been able to get a couple of hours of sleep each night, and hollowing cheeks and dark circles under his eyes betray this fact. No one knows what Dempsey is dreaming about these days, but whatever it is, it might kill him unless he gives in to the need to give it life. ■

wolflords of malar

BY CHADWICK V. SIMMONS
AN EXTENSION OF THE CHURCH OF THE BEAST-LORD IN THE FORGOTTEN REALMS® CAMPAIGN SETTING

During the Time of Troubles, a new chapter was written in the hierarchy of Malar's church. A group of malicious wolf-weres residing in The Frozen Forest, members of a cult known as the Red Eye, were inducted into the hierarchy when Malar sought out and destroyed the Great Wolf Spirit, their chosen deity. Over the time since, the Cult of the Red Eye has become known as the Wolflords, changing their name as they came to accept the newfound power and station that their roles in Malar's church afforded them. As was inherent in their nature, the beasts had little trouble abandoning their old faith for one that offered more personal gain.

The Wolflords are sworn enemies of the nature deities Sylvanus, Mielikki, and Eldath. When confronted with minions of these powers, they will stop at nothing to see the nature followers slain. This attitude has made them the focus of a combined effort by all three of the aforementioned clergies and their allies to wipe the priesthood of Malar from the face of Toril.

Despite many constant threats to their safety, the Wolflords have expanded their operations from their home temple in The Frozen Forest well to the south, into the heart of Cormanthor. A large band of the creatures have settled there, and under instructions from the Elders who remained behind in The Frozen Forest, they continue to raid the surrounding lands with a stealth and vigor which seldom sees them caught. It is quite possible to see these vicious creatures take on an even larger following than the seven hundred they now possess, as their efforts to convert local wolf-weres has been surprisingly fruitful. It is also rumored that these cunning creatures have started to exert an influence further north, deep into the lands thought uncivilized by most common people. It would be no great surprise to find wolf-weres plentiful in the icy northern reaches.

TEMPLES

The only known temple dedicated by the Wolflords is located deep within the heart of The Frozen Forest. More of a shrine, the temple consists of a ring of red granite pillars rising in a circle around the perimeter of a forest clearing. These pillars have been carved into great arching curves, meant to resemble the bloodied fangs of a victorious predator. The tips of these pillars point inward, towards the great totem at the circle's center. This pillar is carved with the faces of beasts too ghastly to contemplate the existence of, creatures rumored to be the personal servants of bloody Malar. A circle of fire is said to surround this central pillar, and it is reported that a favored method of sacrifice performed by the Wolflords involves peeling the flesh from human victims and feeding it to this eternal blaze.

Many attempts to infiltrate and destroy this temple have been mounted, but all have met with utter failure. Not once has one of these attacks succeeded in so much as finding the grisly temple, though unlucky peasants often stumble upon the place. The cause of this seems to be some dark enchantment that keeps the forest in murky shadow and heavy mists, hiding it from any creatures meaning harm to the cult or its followers.

ATTIRE

Being wolf-weres, the Wolflords wear very little clothing. They spend the majority of their time in their hybrid forms and have no need for such human luxuries. When in human form they dress in whatever clothing they find to be most comfortable, though none seems to suit them well. When in hybrid form, the Wolflords don masks made from the skulls of fallen comrades. These masks are said to be taken from the bodies of initiates who fail the Hunt, a ritual by which the Wolflords induct new members into their cult and weed out the weak among them.

GOALS AND OBJECTIVES

No one knows for certain the true goals of this new and deadly chapter in the history of Malar's church. Zealous in their faith, the Wolflords will certainly try to spread their religion throughout the ranks of wolf-were society. Their increasing presence in Cormanthor can only suggest some long term interest in the area, an unhealthy interest no doubt. As for their expansions to the north, one man's guess is as good as another's. Their goals will doubtless become more apparent as time progresses, but for now, more civilized beings must be content to wait and keep diligent watch. ■

>>>>>{Some of you chummers out there have been saying Shadowland's getting a little boring, that we need some juicy topic to spice it up. If you ask me, we need more controversial topics like we need cybermancy treatment [ask Hatchetman about that, if you can find him!], but Vox populi, vox dei [The voice of the people is the voice of God.] has always been one of the unofficial slogans of Shadowland, and a fitting one to mention in this file, so much against my better judgement I'm going to open up a file on religion, with emphasis on the various shamanic totems. Not that this is a "shamans only" file; as always, anybody with a cyberdeck who can find his way in here is welcome. We've beefed up Matrix security recently, so we think we can keep the real oddballs out.}<<<<<

—Sysop Servant (00:00:00/03-29-55)

>>>>>{Yeah, but if you keep all the oddballs out, how are the shamans going to get in?}<<<<<

—Shaggy (11:32:17/03-29-55)

shamanic weaknesses

BY GREG DETWILER

SHADOWRUN SHAMANS CAN BE EXPLOITED IF YOU KNOW HOW

>>>>>{Eagle does not find that amusing.}<<<<<

—Wind-in-Wings (02:16:40/03-30-55)

>>>>>{Maybe not, but Coyote sure does.}<<<<<

—Holy Howler (03:30:11/04-01-55)

>>>>>{I knew it as soon as I said it—or rather, typed it.}<<<<<

—Sysop Servant (04:02:55/04-15-55)

>>>>>{Let's get to the good stuff right away. Lion's the best totem for a shadowrunning shaman to have. He specializes in combat spells, and that's what it's all about.}<<<<<

—Bushwacker (08:22:44/04-16-55)

>>>>>{So does Wolf, and he also specializes in detection spells as well. If you have to fight, it's best if you know where to aim.}<<<<<

—Wolfling (10:02:01/04-16-55)

>>>>>{Assuming the shaman doesn't go berserk and aim for his own chummers. That happened to a Wolf shaman we took with us on a raid on a MCT research facility. The fragger took one lousy pistol round in the shoulder, and the next thing we know, he's tossing fireballs at us instead of the sec-guards. I burned my last magazine of HE ammo taking him out, but we were so shot up that we had to leave the place empty-handed. From now on, whenever I'm organizing a run, no Wolf shamans need apply. Ever.}<<<<<

—Infiltrator (24:59:59/04-15-55)

>>>>>{Bigot.}<<<<<

—Wolfling (12:00:00/04-17-55)

>>>>>{Bear and Shark shamans have the same disadvantage. Ask me sometime how I came by my shiny new cyberarm, and the name of a deceased Shark shaman will come up. Bear shamans are useful for healing wounds, but keep them out of the line of fire, or they're liable to inflict some of those wounds in the first place.}<<<<<

—Noah's Ork (14:33:04/04-17-55)

>>>>>{And that would be just unbearable. Yuk, yuk,...BREAK}>>>>

—Scragger (01:24:53/04-18-55)

>>>>>{Trace and Burn: The last refuge of Sysop Servant.}<<<<<

—Decker in a Blue Dress (05:50:31/04-18-55)

>>>>>{And don't anyone forget it.}<<<<<

—Sysop Servant (08:21:40/04-19-55)

>>>>>{Don't recruit a Cat shaman either, if you have a choice in the matter; they're too prissy. Get a little dirt on one, and the slot's performance drops so drastically he might as well have been shot. And that's what's going to happen to you, Padfoot, just as soon as I catch up with you. I haven't forgotten what happened in the Barrens.}<<<<<

—Huntress (13:13:13/04-19-55)

>>>>>{Don't ask what happened in the Barrens. I'm trying to keep the personality conflicts to a minimum here.}<<<<<

—Sysop Servant (18:09:12/04-19-55)

>>>>>{Is there anything good to say about any shaman? So far, the chummers dumping on them have more space in this file than the shamans themselves.}<<<<<

—Decker in a Blue Dress (11:43:08/04-20-55)

>>>>>{That's because they're all unstable to a greater or lesser degree. You want magical firepower you can rely on, the hermetic mage is the only game in town.}<<<<<

—Shadowmage (11:58:20/04-20-55)

>>>>>{I just deleted exactly 27 death threats against Shadowmage. When #28 comes online, it's Trace and Burn time. Comprende?}<<<<<

—Sysop Servant (21:36:44/04-20-55)

>>>>>{Fine words, but Griffin demands vengeance for any and all insults, and when I catch...BREAK}<<<<<

—Hippogriff (03:27:13/04-21-55)

>>>>>{And #28 just won a newly burned-out cyberdeck. Do I hear any takers for #29? I thought so.}<<<<<

—Sysop Servant (03:28:54/04-21-55)

>>>>>[In defense of my own totem, I should point out that Eagle and his shamans oppose all evil acts.]<<<<<

—Wind-in-Wings [01:40:29/04-21-55]

>>>>>[So there's no point in trying to recruit one for a run. Face it, shadowrunners break laws for a living. And since crime is evil by definition...]<<<<<

—Shaggy [14:33:07/04-21-55]

>>>>>[It is no crime to break unjust laws, or those which are poorly enforced. When society is steeped in evil, those who break its laws are good, thereby getting around that moral dilemma Shaggy mentioned. If you are planning a run against the Seattle government, a criminal organization like the Yakuza, or the corps, count me in.]<<<<<

—Wind-in-Wings [06:22:38/04-22-55]

>>>>>[And now that you've blabbed that in Shadowland for everyone to hear, I know one shaman whose totem is going to change from Eagle to Cooked Goose in short order.]<<<<<

—Infiltrator [11:41:52/04-22-55]

>>>>>[If that is the price of standing on principle, so be it.]<<<<<

—Wind-in-Wings [19:42:22/04-22-55]

>>>>>[Whatever. Just don't be standing near me at the time.]<<<<<

—Infiltrator [02:36:15/04-23-55]

>>>>>[If you will not stand with honor, so be it. I...BREAK]<<<<<

—Wind-in-Wings [14:32:25/04-23-55]

>>>>>[Aw, SS, why'd you Trace and Burn him? He wasn't causing any trouble.]<<<<<

—Trollkin [14:48:33/04-23-55]

>>>>>[Not me. Some outside source wrecked his deck. Hang on... I'm getting reports about a medicine lodge out near Interstate 5 that just vanished in an explosion. Anyone know where Wind-in-Wings lives?]<<<<<

—Sysop Servant [15:01:04/04-23-55]

>>>>>[Nowhere at all now, I suspect. Told ya.]<<<<<

—Infiltrator [15:35:16/04-23-55]

>>>>>[Are you sure you boosted Shadowland security?]<<<<<

—Mail Fisher [15:38:06/04-23-55]

>>>>>[Not as well as we'd thought, evidently. Better keep the defiant advertising to yourselves until we fix things, children.]<<<<<

—Sysop Servant [16:12:53/04-23-55]

>>>>>[And the score so far: three burned-out cyberdecks, one destroyed medicine lodge, a hermetic mage who's probably on the run with about 30 shamans after him, and a dead Eagle shaman. Bontcha just love controversial topics?]<<<<<

—Trollkin [17:48:37/04-23-55]

>>>>>[Go on, rub it in.]<<<<<

—Sysop Servant [22:07:36/04-23-55]

>>>>>[In the interest of defending shamans without drawing fire, let me state that some of us, such as Snake, are devoted healers and seekers after knowledge, making us useful at preparing for a run and patching up our chummers afterwards, even if we aren't so hot with combat magic as some totems I could mention.]<<<<<

—Serpentina [09:28:07/04-24-55]

>>>>>[Lion believes in scragging the other guy before he even gets a chance to wound you. Like I said before, Lion rules!]<<<<<

—Bushwacker [15:13:41/04-24-55]

>>>>>[And he never passes up a chance to let everyone know it. Pompous fragger.]<<<<<

—Shaggy [11:20:00/04-25-55]

>>>>>[For those who favor subtlety and trickery over brute force, a Raven shaman can't be beat.]<<<<<

—Blackwing [13:56:25/04-25-55]

>>>>>[They're easy to take out, though. Just pretend to be friendly to them, then serve them poisoned food and drink. You'd think a totem whose shamans eat so much would specialize more on healing magic.]<<<<<

—Eatery Entrepreneur [14:29:37/04-25-55]

>>>>>[Gator shamans have the same problem, though you won't find too many of them in this neck of the woods.]<<<<<

—Infiltrator [02:50:00/04-26-55]

>>>>>[If you want to spend a miserable time waiting in ambush positions, do it in the Louisiana bayou with a Gator shaman who's just gorged himself on Cajun cooking sitting right beside you. Whew! Bad breath worse than a dragon's, added to knee-deep water and the ever-present threat of behemoth attack, and all to try taking out a corp exec on a fishing trip who didn't even show. Worst run of my life.]<<<<<

—Seagoing Sally [10:19:41/04-26-55]

>>>>>[Hey, at least it wasn't your last run, Sally! We all know lots of chummers who weren't so lucky.]<<<<<

—Shaggy [16:01:35/04-26-55]

>>>>>[Want to know what I hate worst about shamans? Their fraggin' environmental restrictions. When you're in hot pursuit of some slag that you've just got to take out, the last thing you need is to have your magical firepower diminished because you just left or entered the city limits, or crossed the border between a park and the rest of town, or left the plains for the mountains, or...but you get the idea.]<<<<<

—Trollkin [20:32:50/04-26-55]

>>>>>[You just pointed out the runner's Number One rule for preparing for a run: Research everything you can. If you know you're going up against a shaman, try to decoy him out of his

home ground and get him in an environment that puts him at a disadvantage. And when recruiting shamans for your run, try and pick one whose favored environment is the one where the action takes place.)<<<<<

—Infiltrator (03:39:16/04-27-55)

>>>>>(Yet another reason to hire mages instead of shamans. We can work at peak efficiency anywhere. In fact, we... whoops, I see an air elemental forming up. Gotta go.)<<<<<

—Shadowmage (09:45:12/04-27-55)

>>>>>(And the hunt goes on.)<<<<<

—Holy Howler (12:18:37/04-27-55)

>>>>>(I don't suppose you know anything about that?)<<<<<

—Shaggy (05:37:39/04-28-55)

>>>>>(I refuse to answer on the grounds that SS might fry my deck. However, since Shadowmage seems to be having trouble defending himself, I have to point out that a medicine lodge is a bigger and better refuge than a hermetic circle.)<<<<<

—Holy Howler (06:11:19/04-28-55)

>>>>>(As proven by the case of Wind-in-Wings.)<<<<<

—Decker in a Blue Dress (06:19:38/04-28-55)

>>>>>(Hey, we can't hold off the whole fraggin' world at once. The sorry slag ticked off everybody in one posting. To paraphrase what SS said at the start of this file, Vox corporation, vox dei is the unofficial motto of Seattle.)<<<<<

—Holy Howler (09:57:36/04-28-55)

>>>>>(In the interests of peacemaking, can we get everyone to at least agree that insect and toxic shamans are bad news?)<<<<<

—Sysop Servant (12:00:00/04-28-55)

>>>>>(We most certainly can not! Civilization is pure, unmitigated filth, and those who devote their lives to destroying it are the holiest of holies. Those who refer to me as a rabid Dog shaman should consider that...BREAK)<<<<<

—Toxica (03:43:00/04-29-55)

>>>>>(You vertebrate-minded folk are all fools; fighting among yourselves for temporary gain, never attaining total victory. We follow the path of ultimate triumph in our unity and total conformity. Those who are one with the queen know a contentment that...BREAK)<<<<<

—Hivemaster (18:19:53/04-29-55)

>>>>>(Upgraded Shadowland security, did you?)<<<<<

—Infiltrator (20:35:01/04-29-55)

>>>>>(No comment.)<<<<<

—Sysop Servant (20:36:51/04-29-55)

>>>>>(While we're on the subject of really creepy shamans, think of shamanic adepts who adopt the geas of their animal totem. I've known one or two who seemed normal, but the rest were so beastlike in their manners that I might as well have gone on a run with a fraggin' shapeshifter.)<<<<<

—Bushwacker (01:08:00/04-30-55)

>>>>>(And what, prey—ah, er, pray—tell is wrong with shapeshifters, you walking meat market?)<<<<<

—Ferox (10:38:52/04-30-55)

>>>>>(That's it. I'm closing this file ASAP. No more fraggin' controversial topics for Shadowland. No more religion, no more politics, and especially no more fraggin' sports; we still haven't finished cleaning up the mess left after the Northwestern Hockey Debate boiled over. Not on my watch.)<<<<<

—Sysop Servant (16:20:05/04-30-55)

GAME INFORMATION

If there's one lesson that came out of the above melee, it's that shamans have special vulnerabilities that can be exploited by a canny team of runners—or their enemies, for that matter. The chief one, of course, is their decreased performance when outside their favored environment. Runners who know they have to take a shaman on should try to catch or lure him into terrain where he no longer enjoys a "home team advantage", while players with shaman characters should accept assignments with great care, based at least in part on where the run will take place. Shamans are also vulnerable when resisting some types of spells, again depending on their totems.

Aside from environmental and spell restrictions, some totems inflict special vulnerabilities on their shamans in the form of defects in personality. Not all shamans have this problem, but those that do are in deep drek when an enemy takes those weaknesses into account in his planning. These disadvantages are scattered throughout the Shadowrun rulebooks, but a neat, concise listing is presented below.

SPECIAL SHAMANIC WEAKNESSES:

Bear: If wounded, Bear shamans have a chance of going berserk and attacking the nearest living thing with their most powerful attacks. Hit the fragger as soon as you can, at the very start of the battle, and hope you get lucky. Be sure to stand off from him too; he'll still go for your throat if you happen to be the one closest to him.

Boar: Boar druids tend to launch all-out attacks without regard for the odds when their territory is invaded. Try to catch him alone, then step over the line and sucker him into an attack when your team's waiting in ambush with everything they've got.

Bull: A Bull druid must avenge insults at any cost. This makes it easy to provoke him into an attack where he is at a disadvantage. Taunting him during a firefight might even get him to concentrate on the taunter, abandoning the rest of his team.

Cat: Lure a Cat shaman into the dirtiest, filthiest battlefield you can find, which in Seattle will probably be either an alley or anywhere in the Barrens. If you can cast Manipulation magic, but not powerful enough to take him out at once, use it to get dirt all over him, and watch his effectiveness go down like a jet with a flamed-out engine. When you can't throw a fireball or a grenade, throw a mud pie.

Creator: If you have the mages or shamans to set up an ambush in astral space, then set up the Creator shaman with an odd object of some sort, which he simply must check out from astral space.

Dog: Hit a Dog shaman with a surprise after he's already planned out his strategy. With his single-mindedness, he has a hard time adapting to changing circumstances.

Eagle: Frame an Eagle shaman's associates so they seem evil, and he might abandon them. Setting up an environmental threat like polluters can also lure him into an ambush.

Gargoyle: Strike at a Gargoyle shaman's finances long before engaging him in battle. He has to live in a skyscraper or something similar, and taking away his ability to pay for such a lifestyle will hit him where it hurts most.

Gator: Leave Gator shamans alone until you're ready to kill them. They're too lazy to exert themselves searching out threats if everything is peaceful. They're also easy to poison; they like food and drink, and they gain no bonuses when casting Health spells. Favoring direct action in combat, they can be suckered into ambushes, while subtle manipulators can use their greed to cause rifts between them and their associates.

Goose: A natural victim for a surprise attack.

Great Mother: If you can engage this shaman in a place of corruption, do so; her performance will drop off radically.

Griffin: See Bull for details.

Horned God: Can easily be sucked into an ambush by means of either a staged fight or an attractive member of the opposite sex.

Horse: Horse druids dislike open combat and have a hard time sticking to a long-range plan. Cut his options, and he's easier to cut down.

Iguana: Lure him into an indoor or underground area where the sky can't be seen, and the Iguana shaman's effectiveness will drop like a rock.

Leviathan: A Leviathan shaman is slow to react. Hit him hard and hit him fast.

Lion: Use a Lion shaman's pride (pun fully intended) against him. As vain as he is, subtle manipulations can turn all his associates against him, leaving him isolated for your attack.

Moon: Moon shamans loathe direct confrontation, which makes a headlong attack the tactic of choice for once.

Owl: Attack an Owl shaman in broad daylight, and you've got him.

Pegasus: See Iguana for details.

Puma: Mug a Puma shaman in public, witnesses or no witnesses; he hates crowds. He is also vulnerable in broad daylight like Owl.

Raccoon: Raccoon shamans are greedy, and their greed can be turned against them by either luring them into a trap or manipulating them so they turn on their associates (if any).

Rat: Battle a Rat shaman out in the open.

Raven: Raven shamans are vulnerable in enclosed areas where the sky is invisible, and their love of food and drink also makes them easy to poison (no bonuses when casting Health spells).

Sea: Sea (whoops, I mean see) Bull for details.

Serpent: Once lured into a fight, a Serpent druid is hard to pull out, and might have to be abandoned by his comrades. He's also easy to catch sleeping.

Shark: See Bear for details.

Snake: Leave a Snake shaman alone in a fight, and she might not join in. She can also be trapped when the bait is some form of secret knowledge.

Spider: Vulnerable both when surprised and in open areas. Surprise a Spider shaman in the open and you've got him.

Sun: Frame a Sun shaman's associates to make them seem unjust, and he might well turn on them.

Wild Huntsman: When things start going against him, this shaman goes berserk in any of a number of interesting ways.

Wildcat: Attack this shaman's home stone circle, and he'll cast discretion to the winds when fighting back, which can easily be turned against him.

Wolf: See Bear for details.

Wyrm: See Serpent for details. Is also lazy like Gator. ■

Shadowrun is a trademark of FASA Corp. No infringements of copyright are intended in the publication of this article

gifts from below

BY ERIK MONA
ABYSSAL ARTIFICE ON THE PRIME MATERIAL PLANE FOR THE AD&D GAME

There is very little subtlety in the Abyss. On infinite layers of this never-ending nightmare, inhuman beasts clash in eternal, meaningless conflict. The land itself is alive, and those who learn to bend this fact to their own agendas gain unheard-of powers in the process. These are the tanar'ric Abyssal Lords and Princes. In the Abyss, they rule by force of will and power alone.

Somehow, these "noble demons" have risen above the rest of their lamentable lot. Though the methods and reasons behind such an ascendance are as numbered as the layers of the plane, it is known that rising from the crowd involves some degree of dominance over a layer (or layers) of the Abyss. Thus the lords and princes hold a symbiotic (some say parasitic) relationship with the layers they inhabit.

Layer dominance, however, is merely a single factor in tanar'ric "ascendance." The true formula for advancement, if indeed there is such a thing, has likely been hidden forever, or lies undiscovered, still. As the Abyss is an embodiment of chaos, it is likely there is no formula at all, and that blind chance plays the most significant factor.

Through all of the variables involved with gathering power for tanar'ric ascendance, however, there is one that seems forever constant: the corruption of mortal souls.

For tanar'ri Princes such as Graz'zt, souls of corrupted mortals make up the elite among vast armies of petitioners. Others, such as the gluttonous Dagon, consume the force gained from corruption of both Prime Material plane mortal spirit and magical structure and use it to enhance their position within the Abyssal hierarchy (if a place so chaotic can truly be assumed to have such a thing). And then there are those who merely enjoy spreading death and chaos throughout the multiverse for the sport of it. The Prime Material plane, being something of a planar backwater and a home to countless quaint superstitions, is the perfect place for their subterfuge and perversion.

Unfortunately for the tanar'ri, the deities of the Prime Material plane look poorly upon extra-planar entities intruding on what they see as their territory, and so most worlds enjoy some amount of protection, whether through complicated pacts and arrangements or the threat of godly retribution. As with every contract, however, there are loopholes. If the tanar'ri are not meticulous in their planning, they are often cunning, and the following creations — more than simple magic items, less than artifacts — are frequently their best hopes at gaining power from the protected souls of the Prime Material plane. Once a world has seen them, it will never be the same.

Flame Amulet of Alzrius: Of all the lords and lordlings who claim a portion of the infinite Abyss as their eternal dominion, few are as cunning as Alzrius, Prince of Abyssal Flame. Alzrius is currently embroiled in great outer-planar conflicts with the baatezu, but not long ago, the entity was chiefmost among those lords who sought the corruption of mortals on the Prime Material plane. To that end, it worked with the Archomental Imix, who shared its passion for setting entire worlds aflame.

It is whispered that Imix betrayed Alzrius, somehow trapping it within the phlogiston, the strange sea bordering the crystal spheres, where fire is greatly enhanced. Consumed by its own essence, Alzrius' material form was killed, and the demon thus remains barred from entering the Prime Material plane. While the Great Lord of Blackflame has accepted this situation and turned its attentions to the Lower Planes, old habits die hard. It no longer can influence mortals directly, but its flame amulets accomplish the same ends through indirect means.

There are hundreds of flame amulets scattered about the Prime Material plane, and they are hotly sought after by sages, elementalist wizards and arcane collectors, alike. A flame amulet appears as a thick (3") stone plate nearly five inches in diameter, attached to a thin metal cord. The plate's edges are somewhat rounded, as if broken by age, and a clear glassteel hemisphere marks the top surface. A small, black flame dances provocatively within the dome.

When placed around the neck, the flame amulet grants the wearer complete immunity to fire (magical or non-magical) and the ability to cast burning hands as a 10th level wizard, regardless of class, six times per day. This ability manifests itself in a gout of Abyssal flame emerging from the clear hemisphere. This flame is tinged with tanar'ric energy, and will cause full damage to any creature not wearing a flame amulet (including those normally immune to fire, but excluding creatures composed of elemental flame).

This power is known instantly to the wearer upon donning the amulet, but it also triggers a surprising side-effect.

Flame Amulet of Alzrius

When first used, the flame amulet painfully melds with the wearer's flesh. This process causes no damage, but will ruin any and all armor, clothes, etc. within a single round, allowing no saving throw (this is true even of magical armor, though only the breastplate is destroyed).

The stone amulet, while not a living creature, acts as a symbiont. After the first full day following the first use, six tiny stone tentacles emerge from the back of the amulet, piercing the flesh and causing 1d4 damage, each. Each day for the next six days, the tiny feelers inch ever closer to the

wearer's heart (regardless of the creature's size, this process always takes six days – oddly the flame amulets do not function for those creatures who do not possess a heart or similar internal organ).

At this time, a whispered voice encourages the wearer to travel to a well-populated place, such as a city. It is impossible to resist this compulsion. Thereafter, the tentacles reach the destination of their horrible journey, waiting more than six days if necessary. When the tentacles finally reach the heart, the wearer's entire body is consumed in a huge explosion of Abyssal fire (20d6 damage, 30' radius, save for half damage). This transformation kills the wearer immediately, and he and all creatures killed in the explosion are transformed into petitioners of Alzrius, usually to serve in the Blood War, but perhaps for a worse assignment, if such can be imagined. Because of this, Alzrius often directs the wearer to a crowded marketplace, so as to provide the best possible harvest.

After such immolation, the amulet falls dormant again, and awaits a new host.

The only way to rid a wearer of the flame amulet is to cast stone to flesh upon its surface, which transforms the amulet into an extension of the wearer's body. Once melded, the powers of the amulet are completely nullified, though the contours mark victims with a permanent stigma, so they might remember their experience. The glassteel hemisphere remains, however, and the flames within cannot be extinguished by any means other than full submersion in the deeps of the Elemental Plane of Water. So strong is the bind between amulet and wearer that traditional methods of removal, such as remove curse, will always fail.

Bloodmarker Weapons: The motives for tanar'ric meddling in the Prime Material plane Plane are endless. While some Abyssal Princes throw themselves fully into conflicts with baatezu or angelic legions, a good number, such as the enigmatic Graz'zt, dour Fraz-Urb-luu, and wily Malphas, focus their attentions instead to the Prime Material plane, always seeking to corrupt mortals into lives of wickedness or, better yet, to entrap mortal souls to serve them in the afterlife. While coercion and manipulation are the most frequent tools in this crusade, they are not often the most successful. That distinction goes to the bloodmarkers.

The bloodmarkers are not easily defined, as they exist in many forms and sizes. Virtually any weapon imaginable has a bloodmarker version in the employ of a powerful tanar'ri. Occasionally, these items fall into the hands of lesser tanar'ri, or even mortals, but this situation is soon corrected by the Abyssal Princes, who covet the weapons nearly as much as they covet the power of their greatest enemies.

Bloodmarkers are more than merely highly powerful weapons (+4 on the Abyss, +2 on Prime Material plane worlds). The foul enchantment laid upon each weapon during the forging process provides a boon few power-hungry tanar'ri can resist.

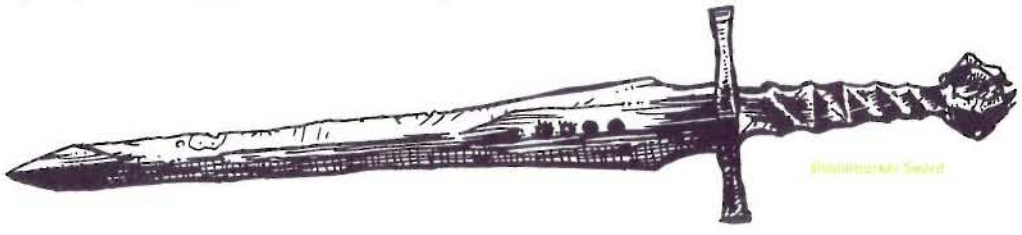
Those wounded by such weapons feel an unearthly chill come about them. Wounds caused by the blades never heal naturally, and, if the wounded individual fails a saving throw (vs. spells or vs. death magic, whichever is higher) the wound festers and aches, causing 1d8 points of additional damage every day until either remove curse or heal is cast upon the victim. Ideally, the weapons' masters hope that such a blow will eventually kill their victims, for only by causing death do the bloodmarkers affect their most powerful magics.

The soul of any mortal creature slain by a bloodmarker is transferred immediately to the realm of the demon attuned to the weapon and, as a petitioner, it is bound to serve that tanar'ri forevermore. Further, whereas most petitioners arrive at their destination without mortal memory of any kind, the bloodmarkers somehow ensure that this is retained, so the victim's suffering, and memory of their defeat, will plague them for eternity.

The body left behind on the Prime Material plane is immune to restorative magic of any kind, including resurrection, reincarnate or raise dead. That being is simply lost. Short of mounting an assault upon the lair of its new master, there is no way to save it.

Each bloodmarker is closely identified with a specific owner, though that owner may change if the correct rituals are performed. Abyssal lore states that a newly forged or obtained bloodmarker becomes attuned to a prince after spending no less than three weeks in the personal realm of that prince. Lesser lords can affect a similar relationship with the weapons by remaining in contact with the item while in meditation within one of the Iron Citadels on Pazunia, the Plane of Infinite Portals. This latter process is rare indeed, and the bending of mortal souls to the will of an Abyssal Lord is said to be one of innumerable stages toward ascension to the next tanar'ric rank. Understandably, great wars have been fought over the ownership of a single bloodmarker.

There are relatively few stories surrounding the initial artifice of the bloodmarkers. Few truly believe a race as chaotic as the tanar'ri could ever devise such ingenious magic. Others suggest that the enchantments are merely gross perversions of magic developed by humans on the Prime Material plane. Still others hold that the foul items have always existed, and, like the planes themselves, always will. What matters, however, is that relatively few new bloodmarkers are ever created. It is said that Demogorgon, the so-called "Prince of Demons," alone holds the secret of the bloodmarker enchantments and, given his relative strength in the Abyss, he is likely as safe a keeper as any.



Bloodmarker Sword

Relic of Unlife: Little is known of the items that have come to be known, over the last half-decade, as the Relics of Unlife. There are said to be over six hundred such items, all of which seem to conform to a similar shape — that of shards of a shattered staff or mace of great size. Each of the shards radiates heavy traces of magic, and are believed by some sages to be the broken fragments of a recently destroyed artifact of great power, perhaps even a soul item for some powerful and now-absent Abyssal personage. Learned sages and magical scholars have often commented that though the relics are Abyssal in origin, they seem to come from somewhere else entirely, as if they may have originated in some foreign probability. Like most items originating from the Abyss, however, the relics bring with them a jumble of complex, often contradictory stories and back-tales, and the truth behind their origin may never be known.

The relics uniformly appear to be composed of a very sturdy bone-like material, and are never larger than six inches across on all sides. Most frequently, the shards are cylindrical, though more irregularly-sized fragments are known to exist. The items seem to have originated in the Abyss, though they have now been spread across hundreds of Prime Material plane worlds. Worlds with a high degree of magical energy seem to have attracted the majority of relics of unlife (Oerth is now home to seven such items, though only three found home in the Flanaess, and a half-dozen of the fragments recently appeared in Abeir-Toril, primarily in the Kara-Tur region).

Relics of Unlife

The relics of unlife confer great power upon their owners, but as this power is channeled through the ability to command and control virtually all types of undead, most of the items are currently kept as curios by unknowing peasants, nobles or monsters throughout the Prime Material plane. In the rare instances these items fall into the hands of wizards, clerics or necromancers, however, the relics spring into action, providing (at least initially) great benefits to their owners.

The fragments most often are discovered in populated regions such as villages or underground communities. Without exception, they appear either in a graveyard or site of death (such as an abattoir, gallows or even a gladiatorial pit), unprotected and in easy view of passers-by. The very substance of the things make even the most dull farmboy recognize their worth, but it is only those familiar with the world of magic and, more specifically, the world of necromantic magic, who gain the most benefit from their employ. These individuals often fasten the relics to chains worn around the neck.

A mage or cleric may manipulate the energies found within the relics of unlife to control all forms of undead. Such characters are treated as 18th level clerics for purposes of a roll on the Turn Undead table, with results of "dispelled" or "turned" instead granting the user permanent control over the creature(s) in question as per the spell control undead (no save). Note that this effect is permanent, and useful even against the most powerful undead, such as liches or undead/tanar'ri half-breeds (such as the gnollish shoosuvae), which are controlled as "special." When used by a necromancer or priest of a god with "Death" in its portfolio (such as Nerull, Wee Jas, Jergal or Kelemvor), all saves against Necromantic spells cast by that character are made at a -6 penalty.

A relic may never be employed to cause harm to an undead creature, though its primary purpose is to bind them to the will of the item's owner. After two weeks of ownership by any sentient creature, that creature begins to display qualities most often associated with the undead. Consult the following table. All such effects are permanent, and cannot be removed by any magic less powerful than direct divine interference or a wish. Also note that the relics of unlife do not shift the alignment of their users, though the powers they grant will be tempting to even the most upstanding cleric of weal.

Duration of Ownership	Effect
2 Weeks	User gains permanent move silently (85%) and pass without trace ability.
1 Month	User's joints stiffen, resulting in a reduced movement rate (-2) and a penalty to initiative rolls (-1).
2 months	User may cast protection from undead twice per day, at the 10th level of ability.
3 months	User may cast invisibility to undead twice per day, at the 10th level of ability.
4 months	User's skin begins to rot, giving off a highly unpleasant stench. This scent can be overpowered by strong perfumes and oils.
5 months	The user's face and frame become almost skeletal, represented by a loss of 2 points from both Strength and Charisma. At this point, the relic may not be willingly removed, and requires the employment of a remove curse and atonement to do so.
6 months	All undead creatures with fewer than five hit dice automatically defer to the user, and will act to the utmost of their ability to protect him. This attraction overpowers traditional means of undead control.
7 months	The user is transformed from a living creature to a state between death and life. He no longer requires sustenance of any kind, though he still breathes (and is thus susceptible to spells such as cloudkill). He can be turned as "Special" by clerics and paladins, and is adversely affected by spells such as command undead, protection from undead, etc. (though he does receive a +6 saving throw to ward off their effects).

After seven months of continued usage of a relic of unlife, the character must save vs. spell (wisdom bonuses apply) once per week, in perpetuity. Should he fail such a save, he loses all traces of individuality, and continues as a highly powerful NPC. However, instead of remaining to harry his homeworld, the character will depart to the Abyss, bringing his unholy armies with him. Few know what happens to those who depart in this manner, but a special contingent of Yochol Tanar'ri scour the layers of the lower planes for such individuals, and great battles are fought upon their discovery. Strangely, these Yochol are not under the command of their race's creator, Lolth, but appear to be the servants of some other power of the dark elves. What will come of these armies of undead plaguing the Abyss, no one knows. ■

the rogues gallery

A COLLECTION OF CHARACTERS FROM THE 1999 CLUB DECATHLON "CHARACTERS IN GAME SYSTEMS OTHER THAN AD&D®" EVENT

This event had 27 entries by nine different clubs, and many of them were quite good. It was hard to choose a winner, but we did. Below are three of the best from the competition. More characters may appear in later POLYHEDRON™ *Magazine* issues. Thanks to all the club members who created these characters.

FIRST PLACE WINNER

Ollo A companion for 4th Edition Ars Magica by Rocco Pisto of the PM Players

Saxon male 21 years old (year of birth: 1179)

Characteristics: Int -2 (dense), Per 0, Str +2 (mighty), Sta +2 (immovable), Pre +2 (colossal), Com -1 (uncertain), Dex +1 (skillful), Qik +1 (swift)

Virtues and Flaws

Famous +2: *Ollo has a good reputation (Undefeatable) at level 4.*

Giant Blood +3: *Ollo's size is +2. He gets two additional "hurt" Body levels and "winded" Fatigue levels.*

Knight-Errant +2: *Ollo is entitled to bear arms and is a member of the nobility. The Quality Armaments virtue is available at +3 instead of +4.*

Quality Armaments +3: *Ollo's armor has a +2 Protection rating, and his weapons have a +2 Damage rating.*

Age Quickly -5: *Ollo ages two years for every year that passes. Two age rolls are required. This began at age 15, so Ollo is 18 years old but has an age of 21*

Black Sheep -1: *Ollo is estranged from his family. Ollo has a bad reputation (Buffoon) at level 2 among those who respect his family*

Outsider -1: *Ollo has a negative reputation for being a Saxon in Wales*

Overconfident -2: *Gain the Personality Trait Overconfident at +3*

Weak-Willed -1: *Others gain +3 on attempts to fool, intimidate or manipulate*

Reputation

Undefeatable +4 (near the covenant), Buffoon -2 (among those who respect his family), Saxon -1

Personality Traits

Overconfident +3, Unopinionated +2, Even Tempered +1, Loyal +1, Direct +1

Quirks

Ollo likes to go out and smash things once in a while. He's afraid he might step on kids and animals.

Abilities (score/specialization)

Athletics (2/jumping), Brawling (3/fists), Chain Weapon (2/flail), Crossbows (3/heavy crossbow), Great Weapon (5/battleaxe), Shield & Weapon (1/longsword and tower shield), Carouse (2/staying sober), Etiquette (1/nobility), Ride (2/battle), Swim (1/underwater maneuvering), Speak Language---Saxon (5/small words)

Appearance

Ollo is 7'4" tall and weighs 420 pounds. His favorite war garb is a full set of chain mail and a two-handed great battleaxe. When his helmet comes off, deep set dark eyes peer out from behind a black, tangled mass of a beard. His skin is ruddy, wrinkled and scarred, as if he's been fighting in the heat of Hell. His natural expression ranges from a scowl at worst to disapproving grimace at best. Muscles bulk out his arms and legs, but his cheeks and gut are just pudgy. When Ollo enters battle, he plants his feet and then begins swinging his battleaxe in huge circles over his head, loosing a roar that could quell thunder.

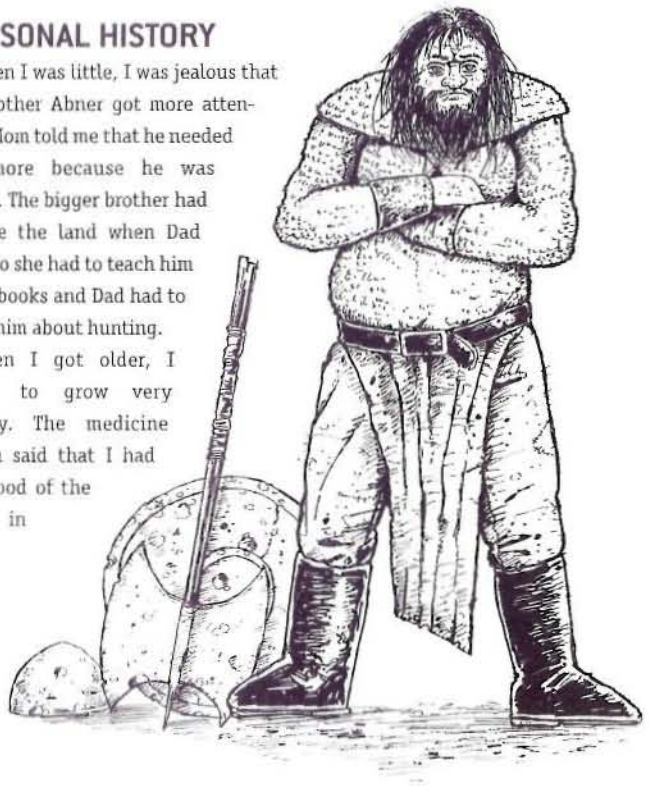
Equipment

Ollo's fine clothes show signs of frequent mending. No matter, he is most often seen in chain mail with a battleaxe or heavy crossbow. His squire, Lidious, carries his money and goods while his Clydesdale, Sunflower, carries his extra weaponry.

PERSONAL HISTORY

When I was little, I was jealous that my brother Abner got more attention. Mom told me that he needed her more because he was bigger. The bigger brother had to rule the land when Dad died, so she had to teach him about books and Dad had to teach him about hunting.

When I got older, I began to grow very quickly. The medicine woman said that I had the blood of the giants in



my veins. She said that since my dad had no giants in his family and my mom had no giants in her family and she was sure my mom was faithful, the monstrous blood must have been put into her womb by faeries or a demon. I was going to need larger clothes and more food than most people. I thanked God for making me so lucky.

I remember the day when I grew taller than my brother. I showed my mom that I was bigger and how I wanted to learn about books and hunting so I could rule the land when Dad died. Mom said that I misunderstood. It was not the bigger brother that ruled, but the older brother.

When I got to be fifteen, my beard began to grow very quickly. The medicine woman said that I was aging twice as fast as normal people. She said my big size required twice as much life to sustain. I thanked God for making me so lucky. I remember the day when I grew older than my brother. I told Mom that the medicine woman said I was older than Abner and how I wanted to learn about books and hunting so I could rule the land when Dad died. Mom said that I misunderstood. It was not the older brother that ruled, but the one that was born first.

It was clear that God wanted me to rule, but Mom kept changing the rules. I spent my days training to fight and my nights praying to God to help me find a way to rule. That's when Lidious came to serve my dad. He made all sorts of weapons and armor that fit me better than anything else I had before. Mom liked him too. They used to spend lots of time together when Dad and Abner were out hunting. He taught me to make the capital 'O' and the small 'l.' I changed my name from Bedivere to OllO so I could spell it.

One day I told Lidious that I wanted to rule like Dad and Abner. He explained that there are less civilized areas in the world that could be conquered by someone very strong. I told him I was very strong. He said that was very good, but I would also need to be of noble blood so that other kings would respect me. I told him that he was working for my dad. He said that was very good, so I should get a squire that knew about weapons and court and go conquer. I asked him if he knew about weapons and court and he said he did. He didn't want to be my squire at first, so I had to convince him. I told him that if he served me well, I would give him his own piece of land to rule as he wished. He discussed it with my mom and eventually agreed.

One day Lidious said that we were going to Wales. I had heard about Wales. They don't have any proper cities or speak any proper languages or even have proper churches. They don't have an archbishop either. The land is more dangerous than England because they don't have any proper weaponry to fight the monsters. It sounded just perfect. I could kill the monsters and save the people and build churches. Lidious could teach them proper languages.

We were going with Carrie...Candy...Clah.... She said I could call her Claire. She is a beautiful princess. Maybe she is an angel. I will be her knight in shining armor. She is going to spend a long time in Wales. I will need to protect her. I will show her how strong and swift I am. Lidious says she is upset because the Normans are taking her father's lands. I guess she doesn't have a place to live anymore. Someday, when I am ready to rule my own lands, I will ask her to rule by my side. And no Normans will take anything from her as long as I live.

After some nice priests directed us to a place that Claire wanted to go, we came upon a village in need. They had a giant serpent living in their lake. Sometimes the serpent would come out of the water and eat small children. Claire was tired from the day on the road, but I was fine. There were no children by the lake to draw out the snake, so I had to bring some. When their moms were not looking, I gave some children piggyback rides down to the lake. We played there with rocks and the water and they climbed all over me. I didn't squash one.

When the serpent came out of the water, I was surprised by its size. It wasn't as big as me, but it was bigger than most people. And faster than children. When it stretched out its neck to reach for a little boy, I brought my battleaxe down over the back of its neck. I really thought that would kill it. When it didn't, I decided to take the rest of the children off of my shoulders and fight it in earnest.

The serpent wrapped itself around me as we fought. I eventually killed the thing by biting into one of the open wounds I made with my battleaxe. Lidious asked me to cut off its head. I did and he threw it into the water. Then we went back to the town with the body.

The townspeople had gathered. The children I was playing with were crying and hugging their mothers. Before I could ask why, Lidious showed the body of the serpent to the crowd. He said that what he had was the tail of the serpent whose body was too big to remove from the lake. There was a big celebration with beer. I told people that the serpent wasn't as big as all that, but they just patted me on the back and brought more beer.

We should get to where we are going soon. I want to start building a keep right away, but I made a promise to protect Claire, and there is no place safe I can leave her. Lidious says we don't have the coins to build a keep. We should work for the magi for a while. He says they will pay us and give us a chance to make our names known in the lands. That sounds reasonable. I'm so glad that I have Lidious looking out for me.

I will do my best to protect Claire and the magi. Jesus says we shouldn't kill people, but that's what I do best. I know it's wrong because it makes me feel bad. Lidious says I worry too much. Sometimes we need to send bad people to the Devil so they don't tempt the good people away from God. If we accidentally kill good people, they will go to heaven and be happy, and that's okay too. I want God to help me be a good ruler and then bring the heathen people to Him. Lidious says if I have to kill some people to serve and save the rest, God would think that's okay. I just want to do what's right.

SECOND PLACE WINNER

Professor Praxis

An intriguing character for Vampire: The Masquerade by Joe Masdon of ARC Fellowship

Strength:	2	**Dexterity:**	3
Stamina:	3	**Charisma:**	5
Manipulation:	4	**Appearance:**	3
Perception:	4	**Intelligence:**	5
Wits:	5		

Height:	5'9	**Weight:**	190 lbs
Hair:	White	**Eyes:**	Blue

Clan:	Malkavian	**Sire:**	Timmy Wilson
Nature:	Caregiver	**Demeanor:**	Jester
Generation:	10	**Embrace:**	1979
Apparent Age:	65		

Conscience:	5	**Self-Control:**	5
Courage:	4	**Humanity:**	9
Willpower:	9	**Blood Pool:**	13

Physical description: Professor Praxis is the epitome of genuine, grandfatherly warmth. His hair always appears a little tousled and he has a very neatly trimmed beard. He smiles with his whole face. He wears a knit sweater and a bow tie when he goes out and always smells slightly of hot chocolate and warm cinnamon.

Disciplines: Animalism 2, Auspex 4, Dominate 2, Obfuscate 4, Presence 2

Skills: Animal ken 3, Cooking 4, Dancing 3, Drive 2, Etiquette 4, Masquerade 3, Music 2, Public Speaking 3, Sign Language 2, Speed Reading 4

Talents: Acting 2, Empathy 4, Poetic Expression 5, Singing 2

Knowledge: Art History 2, Computer 2, History 4, Linguistics 3, Literature 5, Kindred Lore 2, Malkavian Time 3, Psychology 2

Background: Contacts 2, Fame 3, Resources 4

Other Traits:

Merits: Common sense, Concentration, Eidetic memory, Calm heart, Natural linguist, Eat food, Baby faced, Unshakable conviction*.

Flaws: Deep Sleeper, Bad sight, Prey exclusion (children).

Equipment: Laptop computer, 1992 mini-van, modest house in suburban Charlotte,

*Even if the Professor is in frenzy, he cannot feed on or harm a child. He must botch a willpower role using all of his willpower dice, even if he has only one blood point, to use a child as a vessel or injure a child in any way.

The full moon was out, there were stars in the sky.
In the cafe' I sat, watching cars go by.

I sat with my laptop, and coffee to drink.
I was writing a new book, and sat there to think.

I write books for children, with pictures and rhymes,
On the list of best sellers, 12 different times.

"The Bear with Red Hair", "The Puppy's Good Deed",
Two stories I've written, for children to read.

Children are precious, I love them so dear.
I put smiles on their faces, with rhymes in their ears.

So there with my coffee, I sat,
sat,
sat,
Creating a tale called "The Littlest Bat."

Then from the café, came a crash and a clatter,
I looked up from my table. Oh! What was the matter?

And there in the doorway, causing oh, such a fuss,
Was a dazed little schoolboy, with hair all a'muss.

He walked to my table, a smile on his face.
His eyes held such laughter, they lit up the place.

He bade me, "Please, sit.", as I started to rise.
I returned to my chair, enthralled by his eyes.

His name was Tim Wilson, a strange little lad,
With the face of an angel, but a voice oh, so sad.

"Please tell me Professor, of things real and true.
Share with me your secret, just give me a clue!

I've read all your books, each dozens of times.
I know of the power, you've hidden in rhymes.

The knowledge is there, though sly and concealing,
Life's secrets in rhythm, your rhymes are revealing!"

I knew not what he meant, or of what he spoke,
But a terror inside me his sad voice awoke.

I write simple stories, with rhyming refrain.
No secrets I knew of, did any contain.

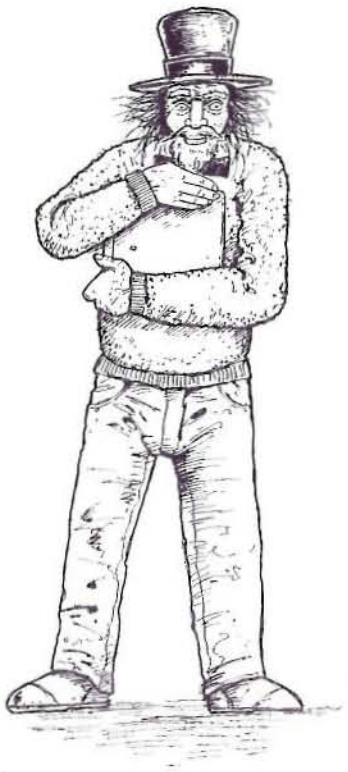
He grew very frantic, down his cheek ran a tear.
Blood from his eyes! My heart thumped in fear.

My heart, it was pounding,
THUMP!
THUMP!
THUMP!
Up from my chair, in fear I did jump!

I tried to escape him, this sad little child,
I attempted to flee, and his voice became wild.

"You have lied, Bad Professor, and now you would flee.
Come back to this table, bring your rhymes back to me!"

He flew through the café, and knocked me down with such might.
His teeth bit my neck. What a horrible sight!



But none looked our way, not even a glance.
As blood left my body, my mind did a dance.

The world closed around me, the lights all grew dim.
The blood from inside me was now inside Tim!

Then what in my slackening jaw should appear?
Liquid fire in my veins, from the blood of a tear.

This boy it would seem, this cherub so sweet,
Brought me back to this world, brought me back to my feet.

"You are my childe now Professor, from me you shall learn.
Then teach me your secrets, teach me in return."

The world changed before me as I stared with new eyes.
To the world of bright sunshine, I said my good-byes.

In rhyme there is reason, Tim showed me the light.
My rhymes I now share, with the children of night.

I alone know the truth, like a dance through my brain.
It flows out in rhythm, like droplets of rain.

I finished my story, "The Littlest Bat."
I named the bat Timmy.
No way around that.

I still write books for children, yes I do, it is true.
I love all the children. I especially love you.

Since then I have learned, of both kindred and kine,
and the blood that is needed, when vampires must dine.

Vampires are beasts, like their forefather, Caine.
I do not like to bite, or cause anyone pain.

So I feed with great care, I take just a small drink.
Gently my teeth sink....
Then gone in a wink.

All lies and deceit, how vampires relate.
Enemies from kindred, most kindred create.

Politics and power, backstabbing and guile,
all hiding behind a bloody-fanged smile.

The clans that Tim taught me, all struggle for might,
should stop all their plotting, and share in the night.

Most Brujah are bullies, all temper and brawn,
and Gangrel, lost puppies, who dig up the lawn.

For Ventrue buys power, then sets forth demands,
and by sorcerous magic, Tremere makes commands.

Nosferatu are ugly, but most have a good heart,
While Toreador forsakes all, in pursuit of the art.

Then come the children of Malkav, all mostly insane,
Who can tell what they seek, what they have to gain?

And forget not the Sabbat, or the feral lupine.
And who knows what else hides in the world of the kine?

Into the dark I go, with my rhymes as my guide.
All are welcome to come, there is room by my side.

In rhymes there is reason, perhaps even truth
It is there that an old man found unending youth...

HONORABLE MENTION

COEFFICIENT OF FRICTION MAN

An unusual super hero for the original MARVEL SUPER HEROES™ game by Mark Barnabo of Death Warmed Over

Hero's Identity (secret): Milton Jenkins
Age: 45 **Origin:** Altered Human
Group Affiliation: Theta Flight
Base of Operations: Toronto, Canada

Fighting: Typical (6) **Agility:** Typical (6)
Strength: Typical (6) **Endurance:** Typical (6)
Reason: Remarkable (30) **Intuition:** Good (10)
Psyche: Good (10)

Health: 24 **Karma:** 50
Resources: Good (10) **Popularity:** Good (10)

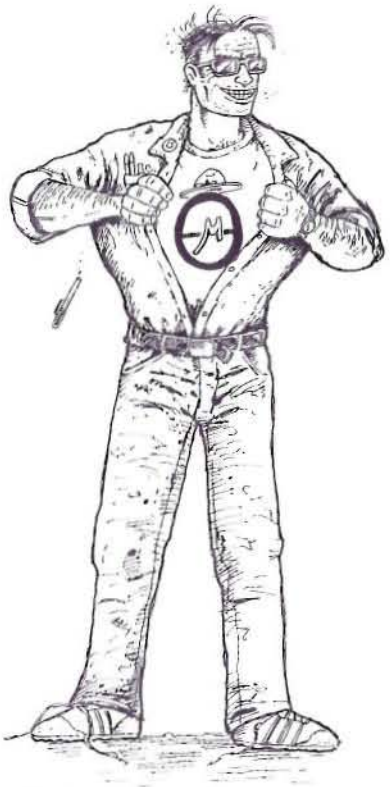
Powers: Invulnerability to Fire and Heat (CL 1000), Movement - Skating Good (10), Ranged energy control - Friction Amazing (50)
Limitation: Powers cannot operate in a vacuum
Talents: Student (teacher), Oratory, Physics
Contacts: Theta Flight, University of Toronto, Edith Jenkins (mother)

History: Milton Jenkins lived a normal, boring life. He was a professor of Physics at the University of Toronto, and led a rather anonymous existence. But a professor must "publish or perish" as the saying goes, so Milton joined a research group called Mu'. The team was assembled to try to develop new friction-reducing materials. The hope was that the successor to Teflon would be developed. As the project was sponsored by Canadian industry, a commercial product was expected. Milton, however, had other plans. Professor Jenkins began to develop an energy wave that could actually nullify friction. Such technology could prove dangerous in the wrong hands.

One fateful evening, Milton stayed at the research center late to do some fine tuning on the nullifier. Suddenly, a group of HYDRA agents burst into the room. Jenkins had no idea that he was dealing with HYDRA, but even Milton knew these guys weren't the janitors! For the first time in his boring life, Milton Jenkins did something right — he set his beloved machine on auto-destruct. The infuriated HYDRA agents knocked Milton unconscious. They were unable to disengage the overload sequence the

Professor had so bravely initiated. The HYDRA agents left, confident that no one else would get the device, and its creator would be "taken care of" by the explosion. The night sky over Toronto was illuminated by the explosion. Luckily, no one was hurt -- not even Milton! Somehow, the Professor had absorbed the odd energies of the device during the explosion. Milton had suddenly gained a whole bushel of super-powers!

The first and most obvious power that he gained was immunity to damage from fire and heat. He didn't even get a tan from an explosion that destroyed an entire building. The main power that Milton acquired, however, was that of friction control. He was able to mentally cause the coefficient of friction between an object and the substance it moved through (usually air) to change. This change can have two major effects. First, by lowering an object's coefficient of friction, that object will have difficulty gaining



traction. Also, there is nothing resisting the object, so the object will continue to move, unable to stop. In other words, Milt can make people slip and fall by looking at them funny (and making a FEAT roll), providing they are moving in the first place. He can also use this power to make something or somebody impossible to grab without taking special effort. For example, Milt could make a gun so frictionless that a thug couldn't even hold onto it unless he trapped it in his grip. This power is extremely broad based, so feel free to make up power stunts as you go along, and your judge can decide if it works or not. Milton has already worked out a skating power stunt. He basically runs and then lowers his friction to nothing. He can use one "friction foot" to control his speed while he slides on the "frictionless foot."

The second major use of the power is to increase the coefficient of friction of an object. Milton can use this power to get several results. He can make objects (and people) immobile. The object is effectively frozen in its medium (usually air). Milt can freeze bullets in mid-flight, for example (although he'd have to think faster than a speeding bullet -- Red agility FEAT to do this). He has also had cars tossed at him, which he has promptly "locked" in place. Nothing is more unnerving than seeing a car hanging motionless in midair. He can effectively paralyze a person with this power. This power lasts on an object for as long as Milton concentrates. Remember that Milton's powers can't work in a vacuum, nor can Milton use his power on more than one object at a time.

With all these abilities, all Milton needed was costume to become a super hero! He contacted Department H, but their program was filled to capacity. It was then that a man named Frank Reeves called. Frank was a former staff member of Department H. He was laid off due to cutbacks, but was still looking to form a Canadian super team. Milton met Frank in a diner in Toronto. He took Milton down a manhole, through a secret door, and into a modern super-hero base! Frank explained that the facility was never completed due to cutbacks, but it would have to do. He provided Milton with a costume. The costume is white with a black letter Theta (with a little mountie hat on top of it) on the chest. There is a gold letter Mu inside the Theta.

Milton Jenkins is a college professor, a physics teacher. He will lecture his teammates on basic equations "force = mass x acceleration", etc. He is, actually, a quite boring person. He speaks in a clear, distinct voice. He tends to use flowery speech, or just complicated words. Can you say multisyllabic? Milton, at age 45, still lives at home with his mother. In normal clothes, he wears thick glasses and has a pocket protector. He says the letter "Mu" aloud when he uses his power. ■

Now that we have your attention, we can relieve you by saying that we mean this in a positive way. The RPGA's theme for this year is "The Inferno" by Dante, and we are gearing up to show you one hellacious good time. As you may know, the theme of "The Inferno" is the journey through hell that Dante undertook with his guide, Virgil. Just like Virgil, we will guide you through layer after layer of our program, each building on the previous ones. In a sense we are actually working our way upward, but "The Paradiso" just does not grab the attention the way hell does. So think hell in reverse (getting better with each layer rather than worse), and you will be on the right track.

We always try to bring you new and exciting every year, and this year is no different. With over 50 tournaments, live-action roleplaying, and several championships, we are sure to have something exciting for you. Plus we have partnered with other programs throughout the Game Fair's busy schedule to bring you high quality events where you may not expect to see RPGA active. So watch your step, and follow as we guide you through the many layers of the Network's offering this year. There is not room here to list all the tournament descriptions, so you will have to get the GEN CON pre-reg book from Andon Unlimited at 800-529-EXPO.

LIVING DEATH™ EXTRAVAGANZA

The LIVING DEATH campaign coordinator, Claire Hoffman, has put together an exciting series of LIVING DEATH tournaments and an interactive. LIVING DEATH fans will want to play all events for the complete experience.

ALTERNITY LIVING VERGE LAUNCH

GEN CON marks the launch of the LIVING VERGE campaign for the ALTERNITY Science-fiction Roleplaying Game. LIVING VERGE is set in the Marybelle system in the Verge, part of the STAR*DRIVE™ Campaign setting. Members have been working hard on this campaign, and we think you'll enjoy the different experience of adventuring in this science-fiction setting.

CALL OF CTHULHU MEGA-FEST

This year, the RPGA Network and Chaosium, Inc. have come together to present you with a program of Call of Cthulhu events unlike anything we've ever done before. In addition to the events below, we will be awarding RPGA experience for EVERY Call of Cthulhu event sponsored by Chaosium, Inc. All of them. So get your fill of Cthulhu this year, and stop by an asylum on your way home to get some sanity back.

welcome to hell

THE RPGA® NETWORKS' PROGRAM FOR THE GEN CON® GAME FAIR

1ST LAYER: WIZARDS' EXHIBIT BOOTH

Crossing the River Acheron, we find ourselves at the Wizards of the Coast exhibit booth. There, the friendly RPGA staff and volunteers will be running demonstrations of the AD&D® game, the ALTERNITY® Science-fiction Roleplaying Game, and the MARVEL SUPER HEROES™ Game. This is a chance to learn Alternity before playing in our LIVING GALAXY™ events, or playing for a little while in the dungeon of doom. All RPGA members will receive a special 25th anniversary printing of *I6: Ravenloft* just for being members, in addition to all the other great benefits you receive. Visit the booth and pick yours up.

2ND LAYER: TOURNAMENT PLAY

The mainstay of the RPGA program is always the many tournaments we run. We choose the best events by our best writers, and find the best judges we can. RPGA events are the best roleplaying events at the show, bar none. A complete listing follows, and we are sure that you will find enough to give you pleasure for the whole weekend. For RPGA tournaments, the Network will be awarding $5 coupon prizes for the winners of all events.

3RD LAYER: SPECIAL INTEREST TOURNAMENTS

Some of our events fell into groupings this year, and so if you have a special gaming interest you might want to check these out. That is, if we can get past Cerberus...

LIVING CITY™ EXTRAVAGANZA

This year's LIVING CITY program is better than ever. Tournaments and other special events combine to make the Game Fair the highlight of the year for LIVING CITY players.

NASCRAG

NASCRAG and the RPGA together are proud to present NASCRAG's 20th year of running AD&D tournaments at GEN CON.

4TH LAYER: TOURNAMENT CHAMPIONSHIPS

Leaving behind the lands of Cerberus, we enter Pluto's realm and discover championship tournaments to test your roleplaying mettle. Compete by yourself or as a team, and strive for the fame and prizes.

NATIONAL ROLEPLAYING CHAMPIONSHIP

This year marks the first running of the National Roleplaying Championship. The Top 50 Classic players as of May 1st, 1999 will be invited to pit their roleplaying skill against those who qualify in national Regional Championships. Regional qualifiers will be coordinated by the Regional Directors. It will all come down to one winner, though, and the National Roleplaying Champion for 1999 will receive a free trip to GEN CON 2000, including transportation, admission, and a hotel room in downtown Milwaukee. In addition, we'll throw in a great trophy to remember the experience, and some brand new TSR product to allow the Champ to stay in practice.

AD&D OPEN

This is the pinnacle of AD&D team competition, and you don't want to miss it. Form a team in advance or on the spot, and go for the gold. The winning team members all get a plethora of new TSR product and the fame and glory that go with an AD&D Open win.

NETWORK CLUBS CHAMPIONSHIP

Network Clubs have a chance to shine in their own two-round championship. This event is open to clubs only, so

make sure you have a club formed before the convention if you want to get in on this action. For three years in a row the Company of the Framed Adventurers has taken the crown. Can you unseat them?

VIRTUAL SEATTLE PRIME RUNNER CHAMPIONSHIP

The RPGA and FASA Corp present the Prime Runner Championship, an in-character championship for Shadowrun Virtual Seattle characters. Qualify by scoring well in the Virtual Seattle Feature and Special. The Prime Runner tournament will begin Saturday and crown a champion through in-character actions and roleplaying. We will be using the last three rounds of the *Mission: Seattle* tournament series for the championship, so if you've played them you're out of the running (sorry).

BEST LIVING™ CAMPAIGN PLAYER AND JUDGE

The player and judge with the best average scores in LIVING CITY, LIVING JUNGLE, LIVING DEATH, LIVING VERGE, Virtual Seattle, and Threads of Legend events receive a selection of brand new FORGOTTEN REALMS® products plus a trophy worth displaying to everyone who visits your house. You must play or judge six events to qualify, in at least three different LIVING Campaigns.

BEST OVERALL PLAYER AND JUDGE

The player and judge with the best average scores in all RPGA events will be named best player and judge in the Game Fair, and receive huge largesse in the form of TSR product and trophies. You must participate in at least six event rounds to get in the running.

5TH LAYER: LIVE-ACTION ROLE-PLAYING

Dis stands ahead of us, but first we stop to see live-action roleplaying. For the past few years the RPGA has flirted with live-action Roleplaying games through our LIVING CITY interactives, and more recently through Living Death interactives. This year, we break the mold in a big way. If you like roleplaying, give some of these events a try.

AD&D FORGOTTEN REALMS® LARP

A Strange Détente by Melissa Maurer. Lord Thelmaran thought that his days of excitement and danger had ended along with his adventuring career. However, after inheriting a small keep in a politically contentious area, he knows the truth: politics are more dangerous than a sharp sword. Determined to earn some peace and quiet, Lord Thelmaran has invited local dignitaries and old adventuring friends alike to his newly restored keep for a party. Well, maybe it wasn't such a good idea to have adventurers and dignitaries at the same function, but at least no one can complain of boredom....

This event will involve plotting and scheming among the dignitaries, a chance to explore the keep and perhaps find an entrance to underground warrens, contests among the attendees, and even some famous personalities of the Realms. The event is continuous from slot to slot, so on Friday you pick up where you left off Thursday. A different event number applies to each slot, to maximize flexibility. Thursday and Friday 12 pm, Saturday 8 am.

LIVING DEATH LARP

The Archaeological Society Annual Dinner by Claire Hoffman. The results of the Jasper-Petrie Expedition (from the Gen Con '98 module "Intrigue in Egypt") will be presented as well as other papers and awards. Appropriate dinner costume is preferred. A LIVING DEATH interactive for heroes of all levels. This event occurs in conjunction with the RPGA late dinner in slot 4, Thursday at 9 pm.

CALL OF CTHULHU LARP

Millenium Crisis by Greg Detwiler. As the new millenium dawns, natural and political disasters strike the planet. The reformed Soviet Bloc, the United States, NATO, and the Chinese factions all vie with each other to solve the problems and gain the upper hand in world domination. Is this the predicted end of the world, or just another growing pain on the way to the world of the future? Friday 9 pm.

LIVING CITY INTERACTIVE

Summer Festival in Mossbridges by Daniel Donnelly. Join your friends in the LIVING CITY for the Summer Festival in Mossbridges. Take yourself to the Wizard's Guild, Clerical Circle, City Watch, and more. Engage in a little magical item trading, or enter a sporting competition and test your mettle. If the contests are too tame, you can enter the arena and battle fearsome monsters with your bare hands. Look for some surprises from around the Realms as well. Outside, you can make a new LIVING CITY character with our new character background generator. Who knows what else you will find? Saturday 4 pm.

ALTERNITY STAR*DRIVE LARP

"There's nothing really like it . . . well, anywhere" say the travel guides. And with that ambiguous recommendation standing for it, you're welcome to "The Corner," part-watering hole, part-casino, and part-music lounge for heroes looking for a rest in the year 2502. Anything can happen here, and it usually does. This event is for all GEN CON attendees, but LIVING VERGE players can play their LIVING VERGE characters. Costume is recommended. Saturday 5 pm.

6TH LAYER: CHARITY ACTIVITIES

The River Styx safely behind us, we arrive somewhere really important: the layer of raising money for charity. Wizards of the Coast has designated the United Way as the official charity of the Game Fair. Through a vast network of volunteers and community service agencies, United Ways throughout America help meet the health and human-care needs of millions of people every day. United Way's 110-year history is built on the proven effectiveness of local organizations helping people in their own communities. The United Way system includes approximately 1,400 community-based United Way organizations. United Way volunteers ensure that every group receiving funds is a non-profit, tax-exempt charity. Specifically for our interests, United Way supports literacy and science education programs around the country. Your donations will help build the future.

The RPGA raises money for charity through benefit tournament games, auctions, and activities at the LIVING CITY interactive. Auctions this year will take place at the RPGA Members Meeting and the LIVING CITY Interactive. There are plenty of chances to get involved, and your giving brings such rewards. Last year we raised $13,000, and we can do at least as well this year.

7TH LAYER: SEMINARS AND WORKSHOPS

Another river safely passed, this time the Phlegethon, we find ourselves in the land of learning. Whether you're an aspiring author, artist, or game master, nothing beats our workshop series for hands-on instruction in your field of choice. Register now for these events-space is limited to give each participant personal attention. Each workshop or series provides participants with resource material to take home.

GAME MASTER TRAINING

Friday, Saturday, and Sunday, 2-4 pm

Never run a roleplaying game? We'll show you how. Veteran RPGA game masters present the basics of running roleplaying games and campaigns. From explaining what a game master actually does to showing you the basics, we guide you into the rewarding world of game mastering. We'll even give you practice. Complete all three sessions and receive a RPGA Game Master Diploma, and free starting products to help you start a campaign at home with your friends. Running the game can be more rewarding than playing a single character. This is your chance to learn to get behind the screen.

SECRETS OF SF GAME DESIGN

Thursday through Sunday, Noon to 1 pm

What makes a winning science fiction roleplaying scenario? How can you play out your favorite SF movies and TV shows-without your players ever getting wise? What does it take to create a vibrant yet believable game setting? Learn the secrets behind all these success strategies in our free daily game-design workshop, sponsored by the RPGA Network. Leading each workshop is a team featuring one of the RPGA's veteran game masters paired up with one of our stellar guest authors. The seminars will be different each day because the participants will be different. Guests subject to change, but currently are:

Thursday: GEN CON Author Guest of Honor Kevin Anderson
Friday: Amazing Stories Special Guest Neal Barrett, Jr.
Saturday: Timothy Zahn
Sunday: Matthew Stover

THE FUN OF SCIENCE FICTION GAMES

Saturday, 4-5 pm

Is the gaming scene still new to you (or to someone you're bringing to the show)? Well, get the basics from Science Fiction Saturday. "The Fun of Science Fiction Games," cosponsored with the Science Fiction Saturday Program, covers the gamut from card games to board games to roleplaying games. We know we can find the perfect game for you! If you enjoy reading about SF worlds, then try playing them too.

LIVING CAMPAIGN CHARACTER CREATION WORKSHOP

Thursday, Friday, Saturday 8am-Noon

The RPGA has a plethora of LIVING Campaigns, and sometimes it can be a bit confusing to track what they are about, or to make a character and get involved. So, come to our character creation workshop in the Arena and find out what it is all about. Our friendly staff will answer questions and help you get ready for LIVING Campaign games. Advancing your character through tournament play is a big attraction for our LIVING Campaign games, so don't miss out.

8TH LAYER: SPECIAL ACTIVITIES

Geryon carries us swiftly to the 8th layer of the RPGA's inferno and the special social events that crown the weekend. These make GEN CON the Network's annual gathering and party. Make time for these activities.

RPGA ANNUAL MEMBERS MEETING

Wednesday 7 pm

All RPGA members are invited to attend the annual membership meeting in the Hyatt Regency Ballroom before the convention gets under way. The meeting includes a state of the Network address, a charity auction benefiting United Way charities, information about the weekend activities, and more. Meet Regional Directors and other members too. The charity auction includes special games with celebrity guests such as Ed Greenwood. Volunteers, judge coordinators, and marshals will meet at 6 pm.

RPGA LATE DINNER

Thursday 9 pm.

Come share a late dinner with the RPGA. We have taken the slot off from most of our gaming so you can enjoy the meal. The LIVING DEATH LARP players will be in costume and sharing the Archaeological Society dinner while the rest of us share each other's company, listen to guests entertain you with stories of the gaming industry, and help honor those members who serve so hard during the year. The dinner will end by 10:30, but the LIVING DEATH game will continue through the rest of the game slot. If you're not in the game, you can go to the bar after dinner or get some sleep and be rested for the Friday activities.

ICE CREAM SOCIAL

Friday 9 pm

This special event is for Guild-level RPGA members and Exhibitors only. Come have free ice cream and socialize with friends. We may even have a surprise or two planned. Free ice cream...as long as it lasts in the Inferno of members who will come.

AWARDS CEREMONY

Sunday 2 pm

The whole weekend culminates as we present awards to those who have won the championships, and thank those who worked so hard to bring us all the fun we shared. Please plan to stay for this final meeting, and cheer for the people who strove and won.

9TH LAYER: ???

On the final layer, there is only mystery. Truly, few come this far, but they are crucial to your enjoyment of the weekend. Those who come here have traversed all the other layers, and so must you to reach this place. We hope that you make it. You might need the help of Antaeus to reach this final place, and he will be available to help (but in disguise). We'll see you there. But even if you don't make it this far, you can find plenty to occupy you and give you pleasure on the previous layers. Pick those activities that you would most enjoy and jump in with both feet. Don't jump into the River Styx, though, as you may not remember the weekend once you are done... ■

RPGA NETWORK

1999 GEN CON GAME FAIR

EVENT	TITLE & AUTHOR	THURSDAY				FRIDAY				SATURDAY				SUNDAY	
		SLOT 1	SLOT 2	SLOT 3	SLOT 4	SLOT 5	SLOT 6	SLOT 7	SLOT 8	SLOT 9	SLOT 10	SLOT 11	SLOT 12	SLOT 13	SLOT 14
AD&D Open (3-rd)	*Under a Pale Green Sky* by Reynolds Jones and Ruth Pinksy		80	81	82		83	84	85	86	SEMI	SEMI		FINAL	
AD&D Feature (3-rd)	*A Pirate's Life* by Tim White, Daniel Llewellyn, and Jeff Bull	90		91		92		93		SEMI	SEMI			FINAL	
AD&D National (3-rd)	*And Pearls Do Not Dissolve in the Mud* by Cindi and Brette Bakke	97				98						SEMI		FINAL	
AD&D Masters (2-rd)	*Gifts of the Heart* by Rembert Parker			101					102		103		FINAL		
AD&D Grand Masters (1-rd)	*A Fine Specimen* by Greg Dreher and Steve Hardinger							105		106					
AD&D Paragon (1-rd)	*Aw Dad...* by Jason Olsen		107				108								
AD&D Benefit (1-rd)	*Wand of Archael* by Robert Kindel	109						110	111		112		113		
AD&D Special (1-rd)	*The Rescue of Maid Marian*			114		115				116					
AD&D Replay (1-rd)	*Parlynne's Lost Gem* by Rembert Parker	117				118					119		120		
AD&D Team (2-rd)		121				122				FINAL					
LIVING CITY Benefit (1-rd)	*The Witch of the Mists* by Ed Gibson		124			125		126			127			128	
LIVING CITY Feature (1-rd)	*The Lacquered Chest* by Lawrence Ramirez			129			130		131	132		133			
LIVING CITY Exclusive (1-rd)	*Heir Un-apparent* by Jeffery Scott Meyers	134				135				136			137		
LIVING CITY Masters (1-rd)	*Challenge of the Children* by Stephanie Zuiderweg								138		139			140	
LIVING CITY HUD (1-rd)	*The Isle of the End* by Dave Sreniawski						141								
LIVING CITY HPL (1-rd)	*Three Coins in a Well* by Erich Schmidt		142												
LIVING JUNGLE Feature (1-rd)	*Necromancer's Stone* by Tom Prusa		191			192					193				
LIVING JUNGLE Extreme (1-rd)	*Monkey City* by Robert Wiese			194				195						196	
LIVING DEATH Feature (1-rd)	*A Change of Heart* by John Richardson	197	198												
LIVING DEATH Enigma (1-rd)	*On the Trail* by Keith Hoffman						199		200						
LIVING DEATH Special (1-rd)	*Mission to China* by Keith Hoffman											201		202	
LIVING VERGE Preview (1-rd)	*Whirldwind Tour* by Ramsey Lundock	203				204									
LIVING VERGE Feature (1-rd)			205				206			207					
LIVING VERGE Special (1-rd)				208					209			210			
LIVING VERGE Lighthouse (1-rd)											211		212	213	
Virtual Seattle Feature (1-rd)	*Stolen Property* by Stephan Gabriel	214				215				216					
Virtual Seattle Special (1-rd)	*Body Farm* by Mark Somers		217				218					219			
Virtual Seattle Prime Runner (3-rd)											220		SEMI	FINAL	
SAGA DL5A Feature (1-rd)	*Hammer's Fall* by Nick Rea, Carla Hollar, Jackie Cassada		223						224						
SAGA DL5A Special (1-rd)	*Sirine's Song and Dragon's Breath* by Greg Detweiler						225						226		
Star Wars Feature (1-rd)	*The Way of the Force* by Robert Wiese	227							228			229			
Dark Conspiracy Feature (1-rd)	*Thoughts Run Wild* by Geoff Skellams			230				231							
Call of Cthulhu Feature (2-rd)	*Gray House on the Hill* by Robert Hobart			232			233			234		FINAL	FINAL		
Call of Cthulhu Special (1-rd)	*Mythos Feasts of Ancient Rome* by Greg Detweiler		237			238		239							
SAGA Marvel Feature (1-rd)	*Pages of Doom* by Robert Wiese			240							241		242		
LIVING CITY Interactive (1-rd)	*Summer Festival at Mossbridges* by Daniel Donnelly											243			
LIVING DEATH LARP (1-rd)	*The Archeological Society Annual Dinner* by Claire Hoffman				244										
AD&D LARP (1-rd)	*A Strange Détente* by Melissa Maurer		245				247			248	249				
Cthulhu LARP (1-rd)	*Millenium Crisis* by Greg Detweiler								246						
Threads of Legend Drew provides (1-rd)	*Twisting Through a Fountain's Screams* by Steve Bach and Mary Zapali					254							255		
Rolemaster Feature-1 (3-rd)	*Shadow in Hope* by John Curtis III	472	256	258			259	260	473	SEMI	SEMI		FINAL		
Run Out the Guns Run out the Guns-Rd1 (2-rd)	*Brethern of the Coast Raid-a-thon* by John Curtis III		264	265	266		267	268	269		270	271	272	FINAL	
NASCRAG AD&D Team Feature-1 (3-rd)	*Conspiracy 101: Theory and Practice*		274	275			276		277		SEMI		FINAL		

**Masters events for RPGA Members of 3rd level and higher. Grand Masters events for RPGA Members 5th level and higher. Paragon events for RPGA Members 7th level and higher*

conventions

CONVENTIONS FEATURING RPGA®-SANCTIONED TOURNAMENTS

Check the RPGA convention calendar on the world wide web at http://www.rpga.com/rpga/tournaments/main.html **for even more conventions running RPGA events. You can find events under almost every rock and behind almost every tree if you look.**

VILLECON XI
April 16-18th, 1999
Northwest Missouri State University, Conference Center, Maryville, MO
Contact John Edwards at [redacted] or (660)562-6758.
At this year's VilleCon we will have 5-6 LIVING CITY events, Shadowrun, Call of Cthulhu, and a number of other games. Along with games we plan to have either a guest artist or writer, a number of dealer's tables too, and a fantasy art sale is in the works. Maryville is a 1 1/2 hour drive from Omaha or Kansas City, call if directions are needed. Admission is $12 for pre-registration and $16 at the door.

WEEKEND IN RAVENS BLUFF NORTH CAROLINA
April 23 – 25, 1999
Howard Johnson's Coliseum Hotel, 3030 High Point Road, Greensboro, NC 27403
Contact: Joe or Sherrie Masdon, 4110 Appleton Road, Greensboro, NC 27405, or email [redacted]
Come play SEVEN LIVING campaign events in one fun-filled weekend! We will also be holding a LIVING CITY interactive. Here's your chance to come in character and experience some great events: The Knight's Council, The Cleric Circle, a mini-adventure, The Puzzler's Challenge and more!! Admission to the interactive is FREE!! We will hold a charity auction to benefit the American Heart Association.
The Howard Johnson's Hotel is located conveniently off I-40 at exit 217. The con site is surrounded by popular restaurants and convenient fast food locations. There are over 15 restaurants within 1/2 mile!! For reservations and directions, call: (336) 294-4920 The convention room rate is $65 per night. Be sure to ask for the Weekend in Ravens Bluff rate or the Masdon Gaming Show. Admission to the convention is $20 before April 1st or $25.00 at the door. Make Checks Payable to: Joe or Sherrie Masdon.

NOVA 1999
April 30, 1999 - May 02, 1999
Oakland Center at Oakland University, Rochester, MI.
Contact: Order of Leibowitz, 64 Oakland Center, Oakland University, Rochester, MI 48309.
Internet Site: [redacted]
Nova 1999 will offer RPGA-Sanctioned tournaments, including the popular LIVING CITY, as well as Whitewolf LARPS, Kanar Roleplaying, miniature contests, DCI-Sanctioned card tournaments, and a costume contest. Check the web site for updates and directions. RPGA gaming includes Call of Cthulhu, Deadlands, LIVING DEATH, and Werewolf Wild West.

WEEKEND IN RAVENS BLUFF 5

A weekend of new Living City events and plot-affecting activities. Some sites offer more than just LIVING CITY. Contact the site coordinator for more information.

CONVENTION DATE	LOCATION	CONTACT
April 2-4, 1999 CONLINE XXXIII	Online (world wide web)	Jay Fisher <jlorien@concentric.net>
April 10-11, 1999. Fuzzy Fest Cap Con WIRB 99	Grand Rapids, Michigan Columbus, Ohio Denver, Colorado	Jae Walker, <walkerj@pilot.msu.edu> Pat Connolly <pec@cbsignal.com> Ken Ritchart, <KenCoWrite@aol.com>
April 16-18 RazorBattles WIRB '99 VilleCon XI	Fayetteville, Arkansas Portage, Indiana Maryville, Missouri	Jeff & Laurie Fox, <fror@gte.net> Carl Cabanas, <conman1@gte.net> John Edwards, <fot@mail.nwmissouri.edu>
April 17 &18 WIRB 5	Toronto, Canada	Gregg Peevers, (416)360-8395
April 23-25 WIRB-NC Double Exposure Spring Gathering WIRB 5	Greensboro, North Carolina Secaucus, New Jersey Oklahoma City, Oklahoma	Sherrie Masdon, <WIRBNC@aol.com> Vinny Salzillo, <salvius@panix.com> Melissa Maurer <mmaurer@ou.edu>
April 24 & 25 WIRB 99	Minneapolis, Minnesota	Erik Mona, <Iquander@aol.com>
April 23 & 24 WIRB 99	Orlando, Florida	Greg Ferguson <greg@ldg.net>
April 24 & 25 WIRB 5	Mountain View, California	Paul Pederson <mightywyrm@aol.com>
May 1 & 2 WIRB 5 WIRB 5	UCSA San Diego, CA Wahiawa, Hawaii	Scott Kalman <scottk@score.com> Andrew Rothstein <76361.561@compuserve.com>

OLD CON 9
May 15-16, 1999
Neutral Ground of Detroit, 1858 Middlebelt Road, Garden City, MI 48135.
Contact: Old Oeridians Game Club, PO BOX 2380, Monroe, MI 48161-6380, or email <[redacted]>
Internet Site: [redacted]
The Old Oeridians Game Club welcomes the experienced RPGA gamer or first time player. At Old Con 9 we have three LIVING CITY tournaments; come learn to play in the LIVING CITY campaign or come to continue spinning the legend of your characters. Check our web site for updates and directions.

PATRIOT GAMES
May 20-23, 1999
Holiday Inn – Central, Richmond, VA
Contact: Email <[redacted]>
This is a gaming convention. No, the gaming convention in Virginia. With role-playing games, collectible card games, and more gaming. The core of our role playing gaming will of course be our 16 RPGA Network events. We have 3 extra special judges lined up for Patriot Games. These are Patty Jackson, who has been published 9 times in the Official Star Wars Adventure Journal, Brett King, the author of the RPGA LIVING CITY adventure "Swearing Stone," and Sholom West, who is one of the RPGA's top 50 judges. Among our other judges include several with 20+ years of experience. May 20th is a special RPGA only preview night. Only RPGA gaming will be offered and only for those that pre-register. If you're not a RPGA member, we'll have FELLOWSHIP-LEVEL™ (free) and GUILD LEVEL membership sign up forms. Collectible card gaming will include Babylon 5, Legend of the Five Rings, Magic: the Gathering, and Star Wars. For those less driven gamers, we will have entertainment, speakers, and a dealers room. Our special Virtual Guest of Honor will be Tracy Hickman. All of this so that you can take a break from all the fun to... have.... some..... fun? The cost is $15 until 4/20/1999. The cost thereafter is $20, except for military personnel with ID, for whom the cost remains $15. Children 7 & under are free.

BENCON
May 28-31, 1999
Sheraton Denver West, Denver, CO
Contact: Internet site: [redacted]
See our website for more details about the many, many RPGA events (several first run), other RPGs, card games, board games, and miniature events already scheduled—not to mention our Guests of Honor. Most importantly, however, all of the net proceeds go to charity and we have raised approximately $10,000 each year for Rocky Mountain charities. This year's charities are Urban Peak and the Juvenile Diabetes Foundation. Play Games, Have Fun, Do Good. What more could you ask for?

MILWAUKEE SUMMER REVEL 3
June 10-13, 1999
Inn Towne Hotel, 710 North Old World Third Street, Milwaukee, WI 53202
Contact : Internet site: [redacted]
Come to Milwaukee's other gaming convention. We feature first run LIVING CITY, LIVING DEATH, LIVING JUNGLE, Shadowrun Virtual Seattle, and Boot Hill™ games. Plus there's a Wham-A-Thon—vie for the coveted Moose Trophy; Kingmaker miniatures spectacular; Settlers of Catan challenge; Axis & Allies; Shark; Manhattan; and much more. Visit our dealers, enter the LIVING CITY PC miniature painting contest, and go fishing with Benny at our interactive.
Convention fees: $35 through pre-registration. NO GAME FEES. Make checks or money orders payable to: Bruce Rabe, P.O. Box 779, New Munster, WI 53152

ORIGINS™ INTERNATIONAL GAME EXPO & FAIR '99
July 1 - 4, 1999
Columbus Convention Center & the Hyatt, Columbus, Ohio
Contact Andon Unlimited at 1-800-529-EXPO e-mail [redacted]
Focus on history, celebrity signings, seminars, roleplaying games, largest independent War College, historical miniatures, RPGA events, Live Action Role Playing Events (LARPs), board and computer games, and collectable card games, favorites include the Auction and the Art Show, a Maze of Games and more. Check out our website at www.andonunlimited.com for more information on our conventions, for the latest updates, or to register. Pre-registration Weekend Badge $40.00

GEN CON® GAME FAIR'99
August 5-8, 1999
Midwest Express Center, Milwaukee, WI
Contact Andon Unlimited at 1-800-529-EXPO e-mail [redacted]
Event Highlights: National Championships, demo games, miniatures, RPGA, Roleplaying, MAGIC: THE GATHERING®, TCG Tournaments, Board Games, Costume Contest, Anime Room, Art Show, Auction, celebrity signings, seminars, exhibit hall, and more. Check out our website at www.andonunlimited.com for more information on our conventions, for the latest updates, or to register. Pre-registration Weekend Badge $50.00. Don't miss the RPGA Inferno! Information can be found on pages 26-29 of this issue.

POLYHEDRON Magazine (the official magazine of TSR Inc.'s ROLE PLAYING GAME ASSOCIATION® Network) is published bimonthly by TSR, Inc. – P.O. Box 707, Renton, WA 98057. ■ Phone: 800/324-6496, Fax: 425/226-3182. Email: [redacted] ■ POLYHEDRON Magazine is mailed free to all GUILD-LEVEL™ RPGA® Network members. Yearly membership rates for North America US$20, Canada and Mexico US$25, International US$40 (air mail). Prices subject to change without notice. Change of address must be received at least 30 days prior to effective date of change to ensure uninterrupted delivery. ■ Unless special arrangements to the contrary are made prior to publication, materials submitted for publication in POLYHEDRON Magazine are accepted solely on the condition that the material may be edited and published in POLYHEDRON Magazine or for RPGA Network sanctioned events. TSR and the RPGA Network shall make no other use of materials unless TSR and the author or artist enter into a written agreement regarding use. TSR grants authors a non-exclusive right to use copyrighted materials of TSR in their submissions to TSR. An author, however, shall have no right to publish or permit someone other than TSR to publish a submission that includes any copyrighted materials of TSR without first obtaining the written permission of TSR to do so. If you've read this far, you must be a fan of Wizard Magazine. Letters addressed to the RPGA Network or TSR, Inc. will be considered as submissions and may be printed in whole or part at the discretion of the editor unless the sender specifically requests otherwise in writing. Unless otherwise stated, the opinions expressed in POLYHEDRON Magazine are those of individual authors, not necessarily the opinions of TSR, Inc., the RPGA Network, or its staff. Standard Disclosure Forms, Writer's Guidelines, Tournament Request Forms, Membership Forms, Club Forms, and Classified Ad Forms are available from Network HQ. ■ ® and ™ designate trademarks owned by TSR, Inc. © 1998 TSR, Inc. All Rights Reserved. ■ MARVEL SUPER HEROES, SUPER HERO, MARVEL UNIVERSE and the character and the distinctive likenesses thereof are trademarks of Marvel Characters Inc. and are used with permission. © 1998 Marvel Characters, Inc. ■ Other product names are trademarks owned by the companies publishing those products. Use of a product's name without mention of trademark status should not be construed as a challenge to such status.

DM SEEKS PLAYERS in Los Angeles and/or Orange County area for 2nd edition AD&D® campaign. The current average level is 5th. For more info, contact: John Merhar, 1140 Cedar Ave, Long Beach, CA 90813. Or call 562-406-6162 (pager).

FOR SALE: Both in good condition. 2nd edition AD&D Player's Handbook ($12.50) and FORGOTTEN REALMS® Powers & Pantheons ($15.00). For more info, contact: John Merhar, 1140 Cedar Ave, Long Beach, CA 90813. Or call 562-406-6162 (pager).

GAMERS WANTED: I'm new to the Kane, PA area and I am looking for gamers in the area to join my AD&D group. If you are interested, contact Charles Vasbinder, 400 Chase Street Upstairs, Kane, PA 16735-1321

MEMBERS WANTED: Looking for other members to play D&D® with in or around the Lewis County, Kentucky area. If interested, call Josh at 606-796-6815 or email to [illegible].

WANTED: Adult players for an AD&D RAVENLOFT® campaign in Warren, OH. Will start at first level characters and use Champions of the Mist character kits. Beginners welcome. Do you have the courage to face the land of terror? Call 330-395-1519 and leave message for Jim.

PLANESCAPE® LIVING CITY™: If you play a Planescape player character race for LIVING CITY please contact me by March 30th for possible POLYHEDRON® article featuring your character. Info needed: stats, description, history, affiliations, and how obtained. I know of two tieflings, two aasimars, and one eldarin. I need to hear from you ASAP. Are there others? Credit given for each character. If given enough time, a group illustration will be drawn. William James Cuffe, 2310 Crooked Lane, Houston, TX 77084, or email to [illegible].

WANT TO GET THE WORD OUT? Find new gamers in your area? Sell some of your old game stuff? Place a classified in the POLYHEDRON *Magazine*. Classifieds are free to all RPGA members. The form for classified submission can be found in the Membership Handbook. You can also email your classifieds to [illegible].

WANTED: SPELLFIRE® Dungeons chase cards 21 & 22. Many chase and rares for trade. Also need BLOOD WARS Lady of Pain. Contact Howard Dawson, 938 Hampton Rd. GP Woods, MI 48236 or call 810/772-2020 during the day.

JOIN THE UCC: The Universe Construction Company is an online RPGA Network Club. In addition to sponsoring major conventions/ game-days online each month, the UCC has been charged to develop the FORGOTTEN REALMS® city of Procampur for TSR, Inc. and the Network's LIVING CITY Campaign. For more information, contact Jay Fisher at [illegible].

Players wanted for a FORGOTTEN REALMS campaign being run in Vienna, VA. Newbies to longtime players welcome. The campaign will run twice a month, more or less, depending on players and DM. If interested, please call 703/560-3393 or email me at [illegible].

WANTED: Two mature AD&D® game players, must be 18 years or older, male or female, to join ongoing group of players in the Downriver area of Detroit. If interested, call Richard Hall at 734/285-6025 4 PM to 9 PM M-F, or write: 13698 Walnut St., Southgate, MI 48195-1813.

REWARD! Am looking for DUNGEON Magazine issues #1,2,3,5, and 6. Also, module U1, *Sinister Secret of Saltmarsh*. Will pay handsomely for copies of each in good or better condition. If trade is desired, extensive list available: AD&D, GURPS, TOP SECRET®, old and newer stuff. Write Doug Ironside at 253 Centennil Dr., Midland, ON, Canada L4R5H9. Enclose phone number.

FOR SALE: Magic, Illuminati, Netrunner, Star Trek cards. Many rares. Very reasonable. Write Doug Ironside at 253 Centennil Dr., Midland, ON, Canada L4R5H9. Enclose phone number.

FOR SALE: Products I bought new and still unopened for 60% of original cover! Many used items as well! Your postage will be refunded with your first order. Send a business-size SASE with $0.75 postage to: James C. Alpeter, PO Box 143, Syracuse, NY, 13206-0143. Thank you in advance for your interest.

WANTED: *From the Ashes* boxed set, original cover PHBR books, *Scourge of the Slavelords* (A1-4) and *Queen of Spiders* (GDQ1-7). Many items for trade. Also looking for Allan Grant and Ellie Sadler action figures from Jurassic Park. Let's deal, let's trade! (Games should be clean, and figures should be MIP) Write Jim Alpeter, PO Box 143, Syracuse, NY, 13206-0143. Thank you in advance for writing.

GAMERS WANTED: I'm new to the St. Louis area and am looking for mature gamers in the area to start up an AD&D RPGA club. If you are interested please contact: Pierre LaFromboise, 3629 Long Drive, St. Ann MO, 63074;phone: 314/298-0498; or email: [illegible].

SOUTH HAMPSHIRE, England! AD&D players wanted to help start a regular once-every-three-weeks all day Sunday game in Fareham. We are a small group of experienced players and DMs in our early 30s, and we need more players to make a viable sized group. Age, sex, and experience are immaterial. If interested, please e-mail Gray at [illegible] or phone after 6:30pm on: 01329-288450 for more information.

ISO 2 SSI computer products for IBM PC. Need Dungeon Masters Assistant Volume 1: Encounters and Volume 2: Characters and Treasures. Must have computer mauals and all disks. Contact: Joe Fisher, PO Box 1318, Veneta, OR 97487. Call: 541/935-1542.

JOIN NOW! Join the Young Adventurer's Club. Every other month you receive: new monsters, new magic items, and other great things. All you have to do is join now! Free! Send your address and $2.00 s&h to The Young Adventurer's Club, 1233 West Third Street, Red Wing, MN 55066. Everyone is welcome! If you want to contribute, just send all materials to the above address c/o Wayne Hansen.

DM SEEKS PLAYERS in Los Angeles area. 2nd ed. AD&D FORGOTTEN REALMS campaign is starting up. This campaign will start at 1st level and work its way up from there. For more info, contact: John Merhar, 1140 Cedar Ave., Long Beach, CA 90813. Email [illegible].

WANTED, gaming group in the Maryland area. Believe it or not, one medical student with time on his hands *gasp* is looking for a gaming group in the metropolitan DC/Maryland area. Included are the following cities he can travel. Gaithersburg, Bethedsa, Silver Springs, Rockville, Frederick, Washington DC proper, or Germantown. Email Mike Dymond at [illegible].

Buying, selling and trading out of print and rare DUNGEONS & DRAGONS, most other RPGs, and WARGAMES, hundreds available for trade aand sale. Top prices paid for collections, so dig those unused games out of your closet and make some cash! C1 and C2 limited editions, R and RPGA modules and miniatures, and *Palace of the Vampire Queen* needed extra badly! Will pay handsomely or trade anything! Visit my website at [illegible] If you don't see it, ask. I can get just about anything! Email me at [illegible] or call me at 608/758-3562 and please leave a message.

reader survey

TELL US WHAT YOU THINK

Please rank each article or section of the magazine from 1-5 with 1 being "Don't kill trees for this." and 5 being "Do it again, boy! Do it again!" Please include any other comments you feel are appropriate. All responses received on or before May 1, 1999 will be entered for a drawing to win a free copy of the *Priest's Spell Compedium, Volume 1*. Woo-hoo!

RPGA # _____ Name _____

	RATING				
ARTICLE	**1**	**2**	**3**	**4**	**5**
Regional Directors	☐	☐	☐	☐	☐
Notes From HQ	☐	☐	☐	☐	☐
Player and Judge Rankings	☐	☐	☐	☐	☐
Table Talk: Decathalon	☐	☐	☐	☐	☐
Member Spotlight	☐	☐	☐	☐	☐
Internet 101	☐	☐	☐	☐	☐
Elminster's Everwinking Eye	☐	☐	☐	☐	☐
Temple of Gond	☐	☐	☐	☐	☐
Wolflords of Malar	☐	☐	☐	☐	☐
Shadowrun Shamans	☐	☐	☐	☐	☐
Gifts from Below: Magic from the Abyss	☐	☐	☐	☐	☐
Rogues Gallery	☐	☐	☐	☐	☐
Gen Con Preview	☐	☐	☐	☐	☐
Conventions	☐	☐	☐	☐	☐
Classifieds	☐	☐	☐	☐	☐

Hey, I'll tell you what. We wanna know what you're thinking, and you want POLYHEDRON to be even cooler, right? Then let's make a deal: you tell us what you think of this issue, and we promise not to chuck the stack of Reader's Surveys out the window. In fact, we'll even read them and make changes to POLYHEDRON to better reflect the wants and needs of our readership. Hey, while you're at it, the new designer, Sean, wants to know what you think of the way this issue looks. He's put a little box over there for you to fill in any comments about the design, or your thoughts on the upcoming Star Wars prequels, or how much you like Rob Zombie's new album... you know, whatever's on your mind.

Once you've jotted all this down, pop this baby in the mail and stick this address on the envelope. Don't forget the sticky money (that's postage to the rest of you). If you have no sticky money, but you do have a fax machine, feel free to fax us your Reader's Survey.

Polyhedron Reader Response #135
P.O. Box 707
Renton, WA 98057-0707 USA

FAX: 425-226-3182

COMMENTS

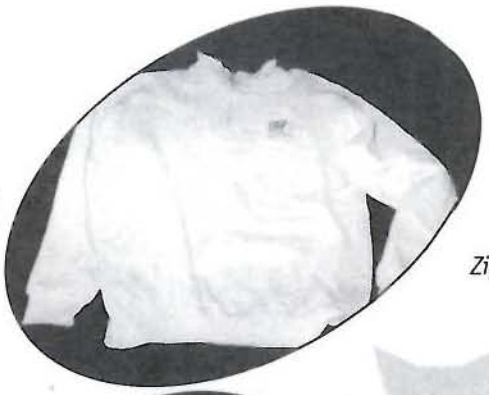
Use Winner Certificates Toward GREAT RPGA® Merchandise!

During the months of March and April, RPGA will accept Winner Certificates (the ones that modify die rolls) towards merchandise listed on this page.

Each winner certificate is worth $2.50 towards the price of merchandise, and you may use up to four per order for a total of $10. Only one order per member per month may contain winner certificates as payment.

So get your hands on some great RPGA wearables, or complete your Poly back-issue collection.

Dice bags come in vibrant red, green, blue, and black which all look gray here! These dice bags sport the RPGA logo in white, on a mini-duffle with a velcro carrying loop. Functional enough for the office, but stylish enough for evening play!



Wear these excessively cool ash sweatshirts with RPGA logo over the heart. Zipper neck or crew neck.

These messenger-style shoulder bags elicited ooos and aaahs from everyone at the game fair. Inside is room for books, a laptop computer, or one full cert notebook. Comes with pockets for notes, dice, pencils, the works!

All hipster irony aside, these black baseball caps are **great.** *They have a suede bill, with an embroidered RPGA logo on the front.*

Don't forget, back issues are still for sale! They're going fast, so if you want something, don't wait. We're REALLY not kidding!

Back Issue Price List:

Issues #1, 2, 5:	$10.00
Issues #3, 4 :	SOLD OUT!
Issues #6, 7:	$7.50
Issues # 8-10, 12, 13:	SOLD OUT!
Issue #11:	$6.00
Issues #14-25:	$6.00
Issue # 23:	SOLD OUT!
Issue #26:	$3.50
Issue #27:	SOLD OUT!
Issues #28-30:	$3.50
Issue #31:	SOLD OUT!
Issues #32, 33:	$3.50
Issue #34:	SOLD OUT!
Issues #35-41, 43-49:	$3.00
Issue #42:	SOLD OUT!
Issue #50:	$7.50
Issues #51-60, 63, 64, 66-79:	$3.00
Issues #61, 62, 65, 80:	SOLD OUT!
Issues #81-93:	$3.00
Issues # 94, 95:	SOLD OUT!
Issues #96-120:	$3.00
Issue #121:	SOLD OUT!
Issues # 122 to current:	$3.00
Issue # 130:	$5.00

Don't know what back issues you want? Get an index from HQ for a buck (US$1), or check it out on our website at <www.tsr.com/rpga>.

Name: _____

Membership Number: _____

Address: _____

City: _____ State: _____ Zip: _____

Please list quantities and prices issue numbers for your order.
(postage free in US and Canada)

Dice Bags	$ 4.95	Qty: ____	gr, bl, bk, rd
Shoulder Bags	$39.95	Qty: ____	
Waist Packs (not pictured here)	$ 5.95	Qty: ____	gr, bl, bk
Sweatshirt: crew neck	$17.95	Qty: ____	
Sweatshirt: zipper neck	$24.95	Qty: ____	
Baseball Caps	$12.95	Qty: ____	
LC5: Player's Guide to LIVING CITY Campaign	$ 6.00	Qty: ____	
LIVING CITY map mousepads	$ 8.95	Qty: ____	

RPGA t-shirts: (circle appropriate size)

L, XL, XXL	Blue Members	$15.95	Qty: ____
L, XL, XXL ***collector's item!***	Black "Dragon-level"	$15.95	Qty: ____
S, M, L, XL	Ravens Bluff sweatshirt	$14.95	Qty: ____
	Postage and Handling	$3.50	____

Washington state residents add 8.75% sales tax

Total for Order: $_____

(international members please enclose a postal reply coupon for return postage)

Send this form to: **RPGA® Merchandise, P.O. Box 707, Renton, WA 98057-0707**
Please include check or credit card information with order. Allow 6-8 weeks for delivery.

Adventurer's Guild™ Retailers

PLAY MORE GAMES

canada

ALBERTA
Edmonton	The Gobiin's Lair

BRITISH COLUMBIA
Kamloops	Riverside Collectibles

ONTARIO
Chatham	Game Masters Emporium
Toronto	Crunchy Frog Comics

QUEBEC
Sherbrooke	Le Geritton, Jeux et Fantasies, Inc.

SASKATCHEWAN
Prince Albert	Tramp's
Saskatoon	Dragon's Den

united states

ALABAMA
Hoover	Lion & Unicorn

ALASKA
Anchorage	Bosco's

ARKANSAS
Little Rock	The Game Room

CALIFORNIA
Carlsbad	Game Cove
Diamond Bar	All Star Games
Eureka	North Coast Role Playing
Freemont	Scenario Game & Hobby Shop
Manteca	Comic Dreams
San Leandro	East Bay Books
San Mateo	Gator Games & Hobby
Santa Rosa	Clark's Trading Comics & Cards

COLORADO
Loveland	Game Castle

CONNECTICUT
Hamden	Dreamland Games
West Hartford	Dragon's Lair

DELAWARE
Newark	Days of the Knights

FLORIDA
Bradenton	Cosmic Games
Orlando	Sci Fi City

GEORGIA
Athens	Tyche's Games
Dallas	Arena Games & Comics
Savannah	Flight of the Phoenix
Stone Mountain	The Dragon's Horde

ILLINOIS
Carbondale	Castle Perilous
Champaign	Bear Productions
Collinsville	Dizzy's Dugout
Frankfort	Amazing Fantasy Books & Comics
Mokena	3D House of Games
Moline	The Game Emporium

INDIANA
Crown Point	Galactic Games
Munster	Crazy Eddie's Comics 1
Terre Haute	Games Closet

IOWA
Ames	Mayhem Collectibles
Clive	Comics Plus
Ottamwa	Spud's Emporium

KANSAS
Bonner Springs	Fisher's Variety
Wichita	Realms of Fantasy

MAINE
Belfast	All About Games

MARYLAND
Elliot City	Dugout Cards & Comics

MASSACHUSETTS
Fitchburg	The Magic Guild
Hadley	Atomic Comics
Malden	Awffrey's Games & Hobbies
Milford	Gamer's Guild
Somerset	Stillpoint Cards & Comics
W. Springfield	The Dragon's Lair
Worcester	Dragon's Lair East

MICHIGAN
Garden City	Neutral Ground
Grand Rapids	Guildmage Gamers
Kalamazoo	Fanfare
Midland	Collector's Corner
Mt. Pleasant	Norm's Hobby
Port Huron	Kelly's Comics
Southgate	The Pack Shack
Troy	The Gamer's Inn
Wyoming	Outer Limits/White Cap Comics

MINNESOTA
Owatonna	The Wizards Guild
Richfield	Coffee, Comcis and Games

MISSISSIPPI
Biloxi	Jak's

MISSOURI
Kansas City	Eddies the Next Generation
Knob Noster	Ms. June's
St. Charles	Fantasy Shop

MONTANA
Billings	More Fun Stuff
Helena	Cosmic Comics

NEW HAMPSHIRE
Dover	The Game Zone

NEW JERSEY
Cedar Grove	Time Warp Comics and Games
Cherry Hill	Comics & More
Delran	Legends & Heroes

NEW MEXICO
Albuquerque	Alpha Omega Games

NEW YORK
Albany	Flights of Fantasy
Mastic Beach	The Guild
New York	Neutral Ground
Tonawanda	The Gathering

NORTH CAROLINA
Asheville	Nexus Games

OHIO
Columbus	The Soldiery
Oregon	Great Eastern Comics
Sheffield Lake	Matrix Games

OKLAHOMA
Tulsa	Original Game Shop
Tulsa	Starbase 21

OREGON
Aloha	Rainy Day Games
Forrest Grove	Magica West
Grants Pass	Moore Games

PENNSYLVANIA
Ambler	Infinity Unlimited
Duncansville	Gatehouse Games
Hanover	Comix Universe
Harrisburg	Legends and Heroes
Mayfield	The Gaming Center 2
Olyphant	The Gaming Center
State College	Nittany Line Hobbie
Wind Gap	Griffon Games

SOUTH CAROLINA
Taylors	Let the Games Begin

SOUTH DAKOTA
Sioux Falls	Mind Games, Inc.

TENNESSEE
Dickson	Blackthorn
Jackson	Gamescape
Memphis	Game Master
Oak Ridge	The Barony

TEXAS
Amarillo	Big Apple Comics
Arlington	Games Galore
Bryan	BCS Books & Comics
Cedar Park	We Also Sell Games
Friendswood	Games Unique
Midland	Astral Castle Book & Games
Waco	The Game Closet

UTAH
Salt Lake City	Table Top Games

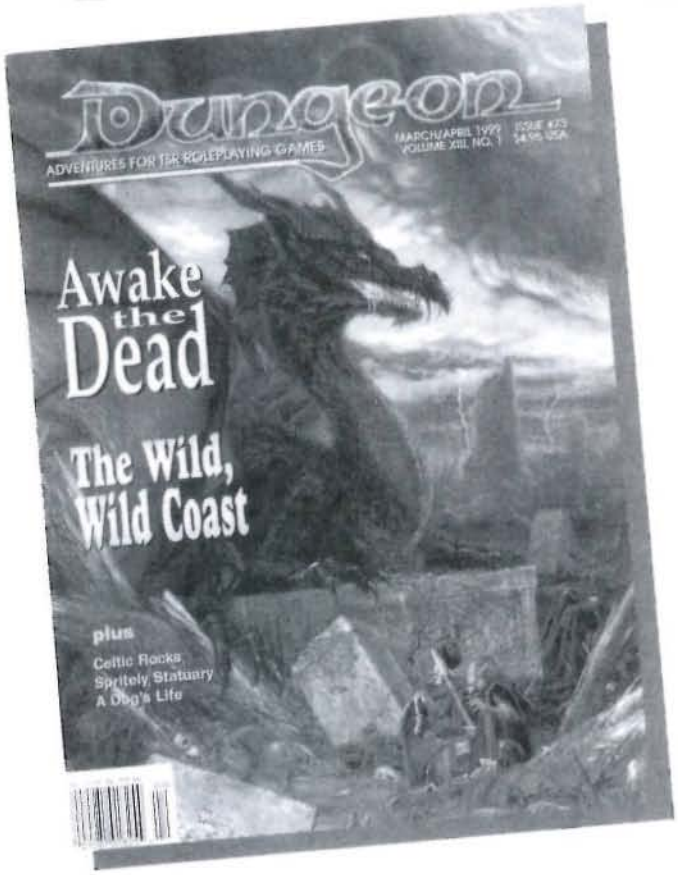
VIRGINIA
Falls Church	Fantasy Forum
Hampton	Imagination Station
Virginia Beach	The Dagger Sheath

WASHINGTON
Seattle	Gary's Games & Hobbies
Spokane	Wizards Realm
Tacoma	Nybbles And Bytes

WEST VIRGINA
Morgantown	Gateway

WISCONSIN
Hartford	Hobby Depot
Waukesha	Wonderous Realms

Jonesin' for a fix?



Hey, we know the score daddy-o. You crave adventure.

You've gotta have it. It's like an addiction.

But we know where you can get your fix.

In fact, some people call it the best source of **AD&D** adventures around.

Adventures for the **Forgotten Realms®**, **Ravenloft®**, **Birthright™**, or **Planescape®** settings, or even adventures to drop right in to your homebrewed campaign. Every other month. Delivered discreetly to your home. Give us a call.

***Dungeon®* Adventures.**
We've got the goods, baby.

For subscriptions, write to

***Dungeon* Adventures**
P.O. Box 459106
Escondido, CA 92046-9106

or call 1 (800) 395-7760.

Subscribe today and

SAVE 33% OR MORE

off the cover price!

Dungeon®
ADVENTURES FOR TSR® ROLE-PLAYING GAMES

DUNGEON, AD&D, BIRTHRIGHT, FORGOTTEN REALMS, PLANESCAPE, and RAVENLOFT are registered trademarks of TSR, Inc. © 1997 TSR, Inc. All rights reserved.